THE WORLD'S BEST-SELLING AMIGA MAGAZINE

AMIGA FORMAT

£3.95 ■ NOVEMBER 1994 ■ ISSUE 65

SO... WHAT WENT WRONG WITH PAGESTREAM 3.0? - P92

See back cover **£149 COMPLETE PACKAGE!**

AMIGA FORMAT Disk 65a

Pixel 3D Professional

PIXEL 3D PROFESSIONAL

Needs 1Mb

Worth £149!

Create fantastic 3D logos, text and objects with this brilliant 3D utility.

AMIGA FORMAT Disk 65b

Sensible Golf

Needs 1Mb

Keep out of the rough and on the green, it's the best golf demo we've ever seen.

Painting with light...

Find out how our cover artist used AF's *Pixel 3D Pro* Coverdisk to create this stunning image!

PLUS: Comprehensive image processing round-up page 117

REVIEWED: Guardian, UFO, Robinson's Requiem, PGA European Tour, On The Ball
PREVIEWED: Aladdin, Pinball Illusions, Overlord, Legends, The Lost Eden and more

Future PUBLISHING
Your guarantee of value

11
9 770957 486035

IN THE WORLD'S BEST-SELLING AMIGA MAGAZINE THIS MONTH

AMIGA FORMAT

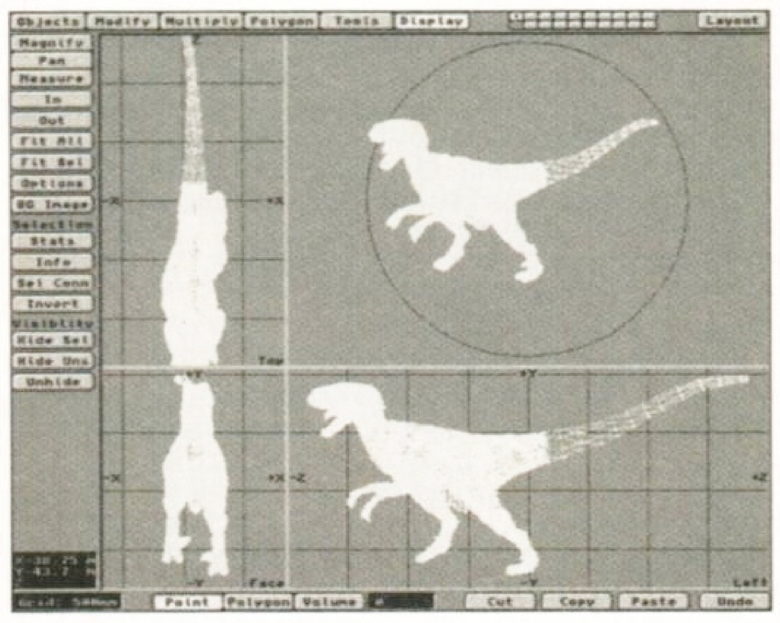
ISSUE 65 ■ NOVEMBER 1994

AMIGA NEWS



The VideoPilot V330 edit controller is back on the market and at a reduced price.

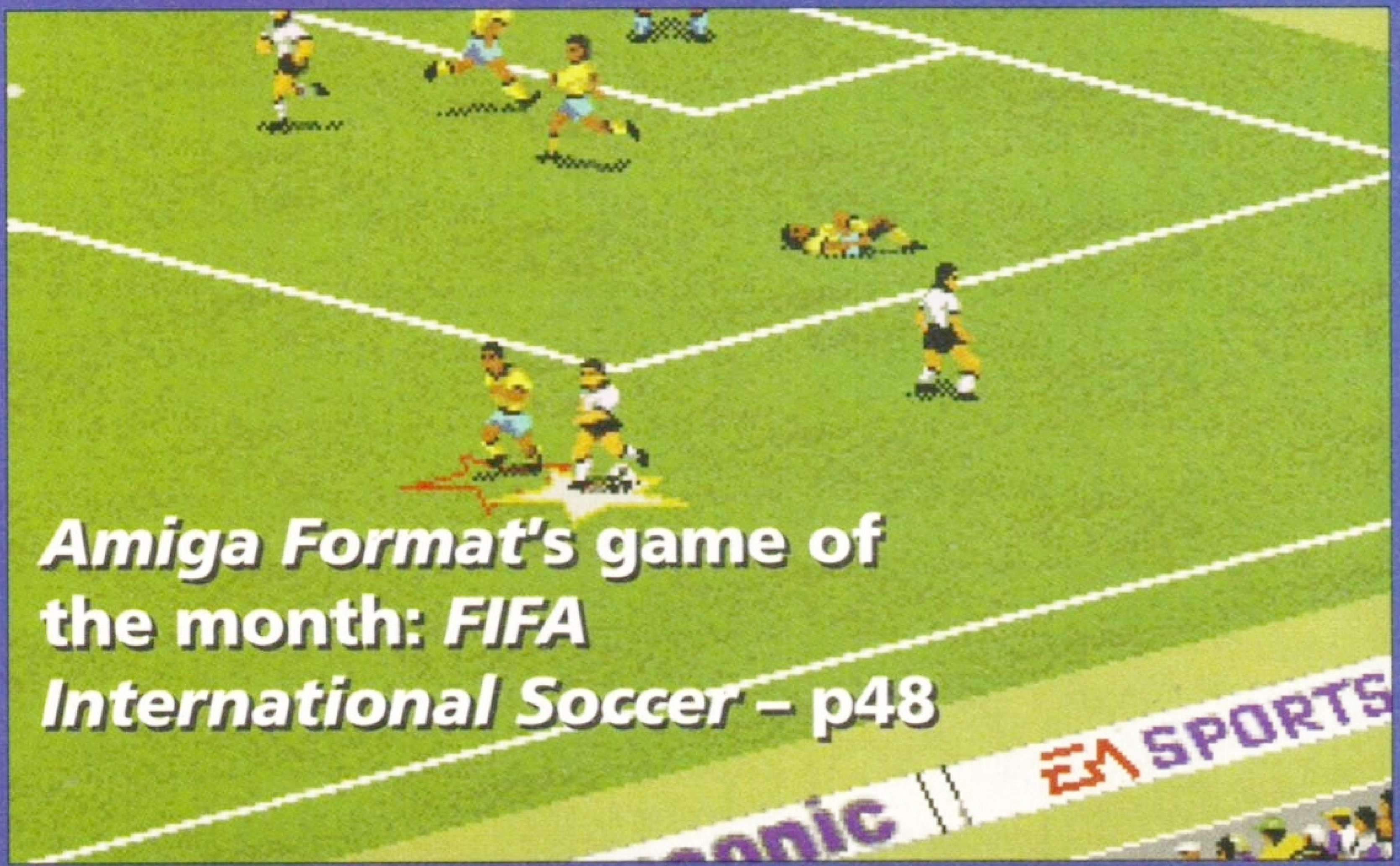
MAIN FEATURE



Some Jurassic relics get the going over in the *Lightwave 3.5* Modeller, prior to their appearance on the cover.

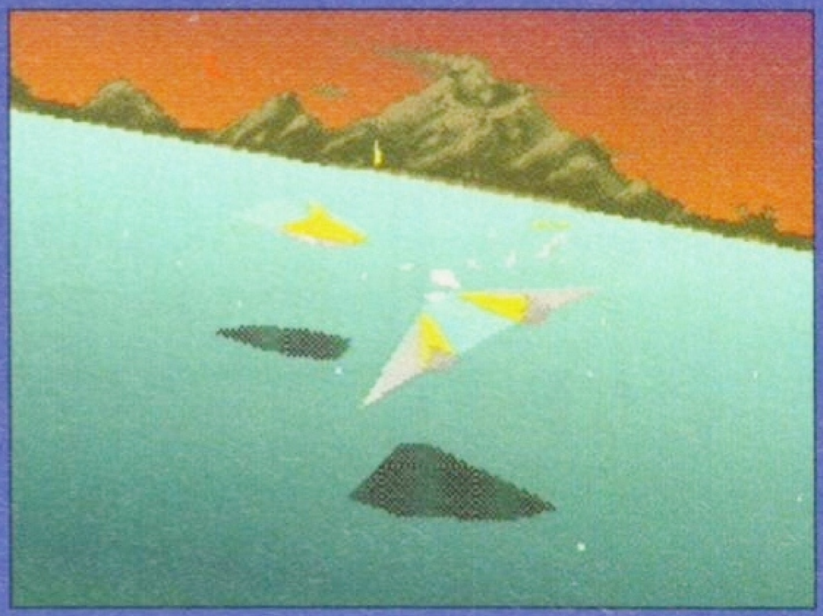
SERIOUSLY AMIGA

SCREEN PLAY



Amiga Format's game of the month: *FIFA International Soccer* – p48

Every new Amiga game reviewed and rated!





Guardian (left). Does Acid Software's new shoot-em-up have all the ingredients to make it a classic game? *UFO: Enemy Unknown* (right). An extra-terrestrial space-fest where you have to save the Earth from invasion by unfriendly aliens.

COVERDISK 1: PIXEL 3D PROFESSIONAL p10

Now you possess this powerful 3D graphics utility you can produce your own three dimensional artwork faster and more efficiently than ever before.





COVERDISK 2: SENSIBLE GOLF p14

Exclusive to *Amiga Format* this month is Sensible Software's new golf game, the aptly-named *Sensible Golf*. It's time to put on those checked trousers and rev up the golf cart.



HOW THE COVER WAS MADE P30

Cover artist Craig Collins and Nick Veitch round up the tools and explain the process of how this cover image was created.

IMAGE PROCESSING P117

Give your images impact. Graeme Sandiford tests three commercial image processors and then assesses four PD programs.

PAGESTREAM 3 P92

Find out why the long-waited upgrade is a massive disappointment.



TUTORIALS

REGULARS

AMIGA FORMAT

More people read *Amiga Format* than any other Amiga magazine on the planet!

Welcome to *Amiga Format*. By choosing this magazine you have just made a very wise decision: this is the world's most popular Amiga magazine. And that means more Amiga users know us, trust us and choose to read us than anyone else.

Why? Because *Amiga Format*'s readers know they can trust our judgment and buying recommendations. Because we thoroughly test products, for one thing, and because we're not afraid to tell the truth. No matter how harsh it may be.

The proof? Commodore itself regularly chooses *Amiga Format* to prepare special editions of the magazine to be bundled with its machines. And surveys have consistently shown that retailers trust *Amiga Format*'s reviews above any other magazine.

So you know you can read *Amiga Format* with confidence. Welcome to the world's biggest community of Amiga users!

Steve Jarratt, Editor

Future PUBLISHING



This Month IN VIEW

It's the time of year to reflect on Christmas past. But Steve Jarratt prefers to concentrate on Christmas present and Christmas future...

This month, Stuart Dinsey, the editor of industry paper *Computer Trade Weekly* (*CTW*) asked me to do a piece on Amiga games coming up over the Christmas season (hopefully, it'll appear in *AF* next issue). He'd spoken to a few retailers and they were gagging for some decent games – would they get any this Christmas, they were wondering? Because, much as consoles are great and everything, the bottom line is that they just don't make as much money as Amiga games do. And when push comes to shove, everyone in the computer trade needs the Amiga this Yuletide.

Well, after some intensive investigation, all I can say is that for a machine that's dying, on its last legs and coughing up blood, the Amiga is just about to have its most exciting Christmas ever!

Between October and January there are over 50 brand new Amiga games being released, including such classics as *Aladdin* (a gorgeous game – check out the preview this issue), *Cannon Fodder 2, The All-New World Of Lemmings, Zeewolf, FIFA Soccer, Dungeon Master 2, Sim City 2000, Rise Of The Robots, TFX, Jungle Strike, Sensible World Of Soccer, Alien Breed 2: Tower Assault* and, get this, *Mortal Kombat II*.

At the last minute, Acclaim – who haven't had an Amiga release for some time – decided to commission Probe Software to produce an Amiga version of the cult beat-em-up which has received rave reviews on the SNES and Mega Drive and has taken the coin-op world by storm.

So now blood-hungry Amiga gamers have no reason to complain about getting left behind. And there's a good chance we'll have a demo on our Coverdisk very soon, so stay tuned, sports fans!



One of my highlights this month (it's been quiet) was meandering around the Live '94 show, drooling over all the big tellies, AV amplifiers, video cameras, Dolby Surround systems and all that malarkey – I'm a real sucker for new technology. (Incidentally, the star of the show was Sony's stand which was just awesome. At one point you were guided through a circular tunnel lined with around 200 TVs. A very singular experience, I can tell you.)

Philips were there flogging their able but under-specced CD-i machine and Panasonic's 3DO system was in attendance. Of course, Commodore's recent troubles have prevented them from attending – and a damn shame it was too. Philips were crowing about their Digital Video with loads of monitors playing *A Fish Called Wanda, Indecent Proposal, The Hunt For Red October* et al. Of course, had CD³² been there it could have done the same.

And while CD-i desperately tried to engender some interest in its FMV (Full Motion Video) 'games' *The 7th Guest, Chaos Control* and *Mad Dog McCree* (!), CD³² could have been showing off belters like *Guardian, The Lost Eden* – and God knows how many other top Amiga games.

And both the A1200 and CD³² would have acquitted themselves well compared to Nintendo and Panasonic. Nintendo were concentrating on the Super Game Boy which allows you to play 8-bit Z80 Game Boy games on a TV in colour. The term 'retrograde step' springs readily to mind. And their Super Nintendo product was less than awe inspiring – the CD³² would have beaten it hands down.

Panasonic put up a decent stand with as many good 3DO titles as they could muster, but again the Amiga has a wider range of playable titles. Many of the 3DO titles are all show and no go, and for every *John Madden Football*, we have a *Sensible World Of Soccer*; for every *Shock Wave* we have *Guardian*, and for every *Mega Race*, we have, well, *Mega Race*!

The Amiga itself would have found favour with the home video crowd: only Sony displayed any video editing hardware, and, of course, the Amiga was born to be used with video.

So, all in all, Commodore and the Amiga missed out badly. Let's hope that by next year the Amiga will be showing off as usual.

Amiga Format's latest ABC (Audit Bureau of Circulation) figure is in, which signals the average number of people buying *Amiga Format* each month from January to June 1994.

And even though the overall figure is down a tad from 142,326 to 132,137, *Amiga Format* is still a major force to be reckoned with, selling just 5,000 fewer than *Top Gear* and beating major titles like *GQ, Time Out, NME* and *Practical Parenting* (which, after all, sits right next to the flippin' cash tills in Sainsburys).

In the top 100 biggest-selling magazines in the whole of the UK, *Amiga Format* comes a very respectable 81st. Especially when you consider that it covers one single computing format, and that the format hasn't had a very good year!

However, the last few months have seen *Amiga Format* really start to roll – and it's only going to get better (and bigger). So a big thanks for your continued support.

Hopefully, the Amiga will soon be back in production and back where it belongs – as the number one home computer in the UK.

TFX

REVIEWS

- PC PLAYER ★★★★★
- PC ACTION 90%
- PC ZONE CLASSIC 90%
- PC REVIEW 9/10
- PC HOME 91%



"It's more than a straight flight sim:, D.I.D. have emulated multi-million dollar flight simulators. When you play TFX the first thing that hits you is the detail of the landscape... over seven million square km appears on screen, with hills, roads and mountains all in the right place." THE EDGE

"The graphic detail is quite superb, with stunning visuals and strong sense of image, TFX is quite often like watching a movie... when I first saw TFX my jaw dropped so far it took me 15 minutes to find it again! It's fast, good looking and fun." PC REVIEW







Tactical Fighter Experiment... the only choice worth making where state of the art flight simulation is concerned.

Take control of one of three of the finest aircraft money can buy:

Eurofighter 2000

Lockheed F-22

Lockheed F-117 Stealth Fighter

TFX... a simulation at the cutting edge of aerial combat enhanced by unprecedented in-depth research and authentic flight detail.

Take on the missions... fight for peace.

PC & COMPATIBLES . PC CD-ROM . AMIGA 1200 . CD32

DIGITAL IMAGE DESIGN ocean® DIGITAL IMAGE DESIGN

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

LOW PRICES, EXCLUSIVE PRODUCTS... EXPERT ADVICE and MUCH MORE FROM THE UK's FAVOURITE AMIGA DEALER



A1200 INTERNAL HARD DRIVES

0.5Gb FOR YOUR AMIGA NOW!!!

130Mb Self Fit Hard Drive

GH Prices start from as little as... £179.95

or... if you prefer we can fit your new drive for you!



GH AMIGA A1200 INTERNAL HARD DRIVES... are all standard 2.5" IDE devices (self fit or fitted) as designed in by CBM. We do NOT use alternative 3.5" units which can overload the PSU! Included too, is our ESSENTIAL HD Manual FREE!

CAPACITY	Self Fit	Fitted
130Mb Internal	£179.95	£204.95
170Mb Internal	£199.95	£224.95
200Mb Internal	£229.95	£254.95
250Mb Internal	£269.95	£294.95
340Mb Internal	£334.95	£359.95
540Mb Internal	£429.95	£454.95

JUST LOOK AT THE BENEFITS OF OUR FITTING SERVICE.. ONLY GH CAN OFFER YOU ALL THIS AT SUCH LOW PRICES!

LOOK HERE! WE'VE GOT 130Mb DRIVES AT UNDER... £180!

THE UNIQUE GH FITTING SERVICE... Why not let our engineers collect your Amiga and fit your drive for only £25 extra!

The price includes...

- ☆Collection of your Amiga
- ☆Fitting by experienced GH technicians
- ☆Formatting with W/Bench
- ☆HD configuration and installation of back up and repair software
- ☆FULL 1 Year GH Gold Collection Warranty
- ☆Courier return to you

AMIQUEST EXTERNAL HARD DRIVES



130Mb External 'Portable' HD

GH Prices start from just... £249.95

So small it can be transported with ease. Portable Power!

AMIQUEST A600/ A1200 PORTABLE EXTERNAL HARD DISK DRIVES

No taking your Amiga apart... just plugs into the PCMCIA slot - 600/1200's Fantastic 2.5" IDE device that's small and easy to fit. Faster access times than internal units. Use as a second HD (for backups etc.) Full 12 month warranty.

CAPACITY	GH Price
130Mb External	£249.95
170Mb External	£264.95
200Mb External	£299.95
250Mb External	£324.95
340Mb External	£399.95

Doesn't invalidate your CBM warranty!

OVERDRIVE 35 EXTERNAL HARD DISK DRIVES



OVERDRIVE

210Mb External Hard Drive

Super Prices start from Only... £239.95

Designed to match your Amiga - Looks and works Great!

OVERDRIVE 35 EXTERNAL HARD DRIVE - 'Plug and Go'!

Simply plug this great HD into the PCMCIA slot of your A1200! No taking your Amiga apart. Retains full CBM warranty. Casing matches the Amiga's, pre-formatted, tested and ready to use. Just 'Plug and Go'. All models right up to 540Mb. are at Super Low Prices!

CAPACITY	GH Price
210Mb External	£239.95
340Mb External	£279.95
420Mb External	£299.95
540Mb External	£334.95

Full 12 months warranty on HD. Doesn't invalidate CBM warranty!

BLIZZARD



BLIZZARD 1220/4 Turbo MEMORY	
1220 & 4Mb Turbo Memory	£229.95
4Mb RAM Expansion for above	£169.95
BLIZZARD 1230/II Turbo ACCELERATOR	
40MHz 68EC030 - 0Mb RAM	£229.95
40MHz 68EC030 - 1Mb RAM	£279.95
40MHz 68EC030 - 2Mb RAM	£319.95
40MHz 68EC030 - 4Mb RAM	£359.95
40MHz 68EC030 - 8Mb RAM	£489.95
50MHz 68030+MMU - 0Mb RAM	£299.95
50MHz 68030+MMU - 1Mb RAM	£349.95
50MHz 68030+MMU - 2Mb RAM	£389.95
50MHz 68030+MMU - 4Mb RAM	£429.95
50MHz 68030+MMU - 8Mb RAM	£559.95
BLIZZARD & VIPER CO-PROCESSORS (FPU's)	
25MHz 68882 Maths Co-Pro (FPU)	£49.95
33MHz 68882 Maths Co-Pro (FPU)	£59.95
50MHz 68882 Maths Co-Pro (FPU)	£119.95
BLIZZARD 1230/II & VIPER RAM SIMMS	
4Mb RAM (other sizes - please phone)	£129.95

As both RAM SIMM and FPU prices can fluctuate based on currency exchange rates and world supply/demand, please confirm latest prices prior to ordering.



VIPER 68030 TURBO ACCELERATORS	
25MHz 68030+MMU - 0Mb	£149.95
40MHz 68030+MMU - 0Mb	£249.95

AlfaPower External HD's...

ALFA DATA

External IDE Case that Plugs into the either A500 or 500+. You can add either TWO 2.5" or ONE 3.5" IDE Hard Drive! Allows up to 680Mb configuration!!! Auto-Boot, Auto-Config, c/w manual & software. Ideal with Supra Turbo!

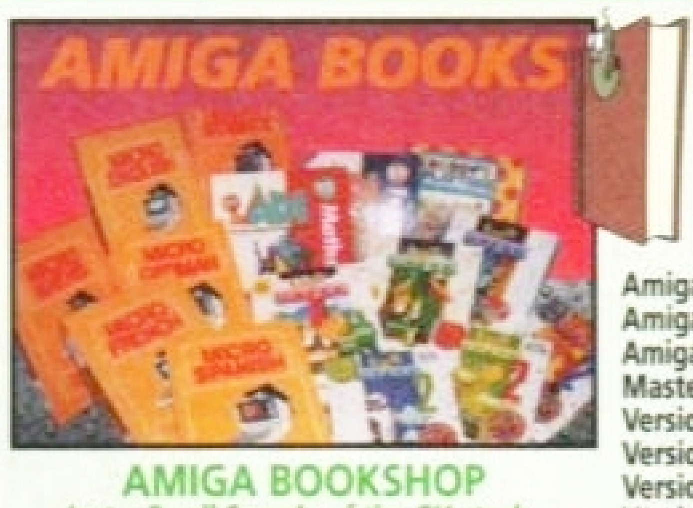
External Case with 130Mb!

LOW Prices start at Just... £264.95

Call GH for other sizes/prices

SIMPLY... PLUGS INTO AN A500/+

AMIGA BOOKS



AMIGA BOOKSHOP

Just a Small Sample of the GH stock...

Please phone and ask about more books in the GH range!

Title	Price	Title	Price
Amiga Workbench 3 A-Z	£14.50	Mastering Amiga AMOS	£18.50
Amiga 1200 Insider Guide	£14.50	Mastering Amiga AREXX	£19.50
Amiga Assembler Insider Guide	£14.50	Mastering Amiga Printers	£18.50
Mastering Amiga DOS...		Amiga Disks and Drives	£14.50
Version 2, Volume 1	£18.95	A1200 - Next Steps	£14.50
Version 2, Volume 2	£18.50	A1200 Beginners Pack	£37.95
Version 3 Reference	£19.50	(2 books, video & tutorial disks)	
Version 3 Tutorial	£19.50	NEW...Amiga Desktop Publishing	£14.95



SUPRA 28MHZ ACCELERATOR

For A500 or 500+ £129.95

HAMA GENLOCKING HARDWARE

Professional Video/Computer effects made easier with these great HAMA products. Phone for an in-store demo!



HAMA A-CUT EDITING CONTROLLER

Transforms your Amiga into an editing computer for viseo post production. Use with VHS, VHS-C, S-VHS, S-VHS-C, Video 8 and Hi-8. Includes comprehensive HAMA Software

HAMA A-CUT £199.95

HAMA 292 GENLOCK

S-Video & Composite Genlock. Single Fader, RGB Control

HAMA 292 £279.95

HAMA 290 GENLOCK

S-Video & Composite Video Mixer, Dual Fader, Monitor Thro'

HAMA 290 £699.95

ProGRAB 24RT Real Time 24 Bit Colour Video Digitiser



Get images into your Amiga in 16.7million colours with this LOW COST unit! Uses any composite video source eg. VCR, TV, satellite, camera etc. Now inc. TeleText s/w!

ProGRAB ONLY.. £129.95

GH VALUE BUY!

GH SUPER VALUE RECOMMENDED!

AMIGA COLOUR MONITORS



Amiga Displays

Monitor & TV Monitors for better displays from £159.95

You'll see the difference!!!

MICROVITEC 14" COLOUR MONITOR

0.28 Dot Pitch, Hi-Res Colour (requires separate speakers), Ideal for Amiga, Acorn, ST, PC-SVGA, etc. Cable Included FREE!

Microvitec 14" — Monitor Only... £299.95 *(Requires Speakers)*

Microvitec 14" — Monitor & Sound... £329.95 *(Includes Speakers)*

PHILIPS CM8833 14" COLOUR MONITOR

One of GH's best selling monitors ever! We have secured... LIMITED STOCKS of this great all round display. Plugs straight into your Amiga with the cable supplied FREE by GH!

CM8833 14" — GH Best Seller £234.95 *(Internal Speakers)*

PHILIPS PRO2000 17" COLOUR MONITOR/TV

2000 Character Resolution 17" FST High Definition & FastText TeleText! Includes Remote, Loop Aerial, Headphone Socket, front panel Audio/Video input, SCART Socket (for direct connection) with FREE Leads!

Pro 2000 17" — Larger Quality! £239.95 *(Internal Speakers)*

PHILIPS ENTRY LEVEL 14" COMPUTER TV

Ideal first time display and TV too! Infra Red Remote, front panel Audio/Video input sockets (for camcorder etc.), SCART Socket for direct computer connection, FREE Amiga Leads!

Philips 14" — GH Best Budget Buy £159.95 *(Internal Speaker)*

AMIGA RAM



Easy to fit in the trapdoor underneath your Amiga for a fast boost in power!

AMIGA RAM TRAPDOOR UPGRADES...	
0.5Mb for A500 with clock	£32.95
1Mb for A500Plus with clock	£29.95
1Mb for A600	£39.95

"Confirm you're getting the BEST DEAL - call those friendly people at the UK's FAVOURITE DEALER!"

BUY FROM GH WITH ABSOLUTE CONFIDENCE! "As a family business established in 1955, we've supplied computers for the past 12 years. With over £32 million worth of units sold, and more than 215,000 happy customers, our trading record is second to none! Why don't you try us for your next Amiga product and find out just why we are the UK's Favourite Amiga Dealer! Phone us now - you'll be pleased you did!"

All listed prices are what YOU PAY, and there are NO HIDDEN EXTRAS. Prices are correct at time of going to press (Pack details may vary from time to time). Offers and Services are subject to availability and to being the latest advertised products, packs and prices. Please note goods are not supplied on a trial basis. E&OE.

GH AMIGA PRINTERS

"We've selected some of our **Best Sellers** and held the prices **LOW**! Of course with GH you will receive a FREE Cable and with Dot Matrix models you also get a FREE Dust Cover!"



EPSON STYLUS 800 720 dpi COLOUR INKJET

Exciting and revolutionary NEW HIGH QUALITY INKJET PRINTER! Boasting incredible 720dpi resolution max. output, the Stylus 800 is unique! Take a look at recent mag. reviews and glowing reports! If you need the ultimate low cost inkjet proofing device - This is the one for you!

(Works with current drivers but requires a new one that takes advantage of the 720dpi resolution - available soon!)

Epson Stylus Colour
Excellent and Truly Unique Budget Inkjet 720dpi Printer
ONLY... £449.95 (INCLUDES SHEET FEEDER)



CITIZEN PRINTER RANGE
A great range of Dot Matrix Printers...

Citizen ABC - 24Pin
Choose either Mono or Colour!
Budget MONO... £129.95 | Great Value COLOUR... £154.95

Citizen 90, 9Pin Colour
One of our Best Selling COLOUR Printers...
ONLY... £164.95

Citizen 200, 24Pin Col.
Super Print Quality at a special low price
ONLY... £184.95

Citizen 240, 24Pin Col.
Super Quality Print and Feature Packed...
ONLY... £224.95



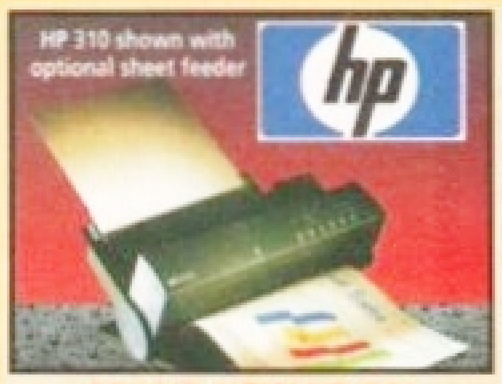
CANON BUBBLEJET RANGE
If you prefer BubbleJet (inkjet) then think Canon!

Canon BJ10sx Mono
Low cost A4 Printer with 360dpi resolution
JUST... £179.95

Canon BJ200 Mono
Low cost A4 Printer with 360dpi resolution
JUST... £239.95

Canon BJ230 Mono
Superb A4/A3 Printer with 360dpi resolution
JUST... £319.95

Canon BJ600 Colour
Fully featured A4 Printer with 360dpi resolution
JUST... £449.95



BRAND NEW HP 320 MONO INKJET PRINTER
Replaces the popular 310 model and now has 600 x 360dpi resolution. Ask for details of the optional colour kit!

New Product

HP 320 Mono
Low cost A4 Printer with 360dpi resolution
JUST... £229.95

Optional Sheet Feeder Only... £61.95

CONSUMABLES/ACCESSORIES

Canon

INKJET CARTRIDGES:

Item	Price
BJ10ex/sx	£15.95
BJ200/230	£15.95
BJ600 Black	£6.95
Cyan, Magenta, or Yelo	£8.95
BJC600 Pack - inc. Cyan, Magenta, Yelo, Black	£32.95
BJ800 Black	£16.95
Cyan, Magenta, or Yelo	£21.95
BJ10ex SHEET FEEDER	£84.95

(Black/White available state which you need when ordering)

CITIZEN

RIBBONS:

Item	Price
120D Mono	£3.95
90/C Mono	£3.95
90/C Colour	£15.95
24/200/240 Mono	£3.95
Colour	£15.95
9/24Pin 80 Col. Colour Kit	£37.95

(NB. This is not suitable for Citizen 124 Printers)

Item	Price
24Pin 32K RAM (Not 200/240)	£13.95
24Pin 32K RAM (Just for 200/240)	£19.95
24Pin 128K RAM (Not 200/240)	£32.95
80 Col. AUTO SHT. FEEDER	£84.95

(Please state your printer model when ordering)

hp

INKJET CARTRIDGES:

Item	Price
DeskJet/Writer (Standard)	£23.95
DeskJet/Writer (Double Life)	£27.95
PaintJet	£26.95
PAPER - Single Sheet	£18.95
PAPER - 'Z' Fold	£20.95
TRANSPARENCY FILM (50Sht)	£49.95

EPSON Stylus COLOR

INKJET CARTRIDGES:

Item	Price
Stylus 800 Black	£19.95
Stylus 800 Black	£39.95
PAPER	
Stylus 800	£21.95

CITIZEN ABC

ABC PRINTER ACCESSORIES:

Item	Price
COLOUR KIT	£24.95
TRACTOR FEED	£39.95

PHONE US FOR OTHER PRINTERS AND EVEN MORE ACCESSORIES AND CONSUMABLES AT GREAT PRICES!!!

harwood computers

THE GH ADVANTAGE...

Remember when you buy from GH we look after you! Our policy gives you... FREE UK Mainland collection and re-delivery for any major hardware item that may develop a fault in the first year, access to our special Help-Line, an option to extend most product warranties for a period of your choice and...

MUCH MORE!

Why not ask about our 'LifeTime Warranty Plan', you'll be amazed at the LOW COST! Even if you purchased hardware elsewhere you may still be able to take advantage of this unique scheme. Call us now, you'll be pleased you did!

HARWOODS GOLD SERVICE • PEACE OF MIND

DIAL -A- DEAL 01-773-836781 or FAX US FOR A 'QUICK-QUOTE' ON... 01-773-831040



POWERDRIVE 880K - 3.5" EXTERNAL DRIVE
Anti Click, Anti Virus, Throughport, Sony Mechanism, can be upgraded to 1.7Mb Spec. With FREE Blitz & Expander software to give 1.4Mb per disk! Cyclone compatible. Full 2year warranty.
PD 880K £49.95 Great Value

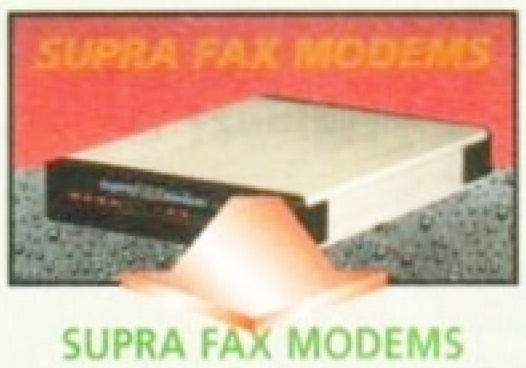
POWERDRIVE 1.7Mb HD 3.5"DRIVE
A massive 1.7Mb capacity is now available on every Amiga disk! Inc. FREE Head Cleaner
PD 1.7Mb £69.95 BIG Capacity

CUMANA 3.5" DRIVE £59.95
Throughport, Extra Long Cable
FREE Head Cleaner

AMITEK 3.5" DRIVE £62.95
Built-in Anti Virus checker and FREE Disk Head Cleaner!

CYCLONE SOFTWARE £14.95
Fully compatible with either of the two Powerdrive models shown in this advert

We also supply other Disk Drives (not listed above) both internal and external at GREAT PRICES! Phone GH and ask for details



SUPRA FAX MODEMS

Supra 144LC
V32 Bis - Transmit & Receive Faxes at up to 14400bps! Includes a cable to your Amiga (Fax s/w available, see panel below)
144LC £139.95 GH Value
Modem to Modem s/w inc.

Supra 288
Feature packed! Can operate up to a FAST 28800bps! Includes a cable to your Amiga (Fax s/w available, see panel below)
288 £229.95 GH Value
Modem to Modem software included

GP FAX SOFTWARE
Required by Supras for Fax transmission and receipt. £49.95

AMIGA ACCESSORIES

AMIGA MICE:
HQ Microswitched MEGA MOUSE £11.95
HQ Microswitched, smooth 400dpi Resolution MEGA MOUSE £13.45
HQ Optical Microswitched mouse £28.95
Alpha Data Mouse Pen £32.95
HQ Microswitched Trackball £29.95
Auto Mouse/Joystick Switcher £17.95
Mouse Mechanic - mouse cleaner £4.95+p&p

AMIGA MIDI INTERFACE:
Midi interface Sport £24.95

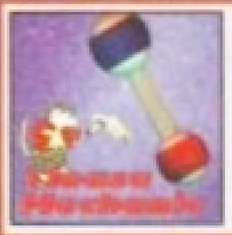
AMIGA JOYSTICKS:
Zipstick Autofire £11.95 The 'BUG' £14.95
(Full range of Quickjoy and other joysticks - PHONE!)

AMIGA DISK PRODUCTS:
TDK 3.5" DS DD - 10 £6.95 50 £29.95
TDK 3.5" DS HD - 10 £8.95 50 £39.95
Certified Bulk Disks with labels:
10 with library case £4.95
50 Disks - No Library Cases... £19.95
100 Disks - No Library Cases... £35.95
250 Disks - No Library Cases... £79.95
3.5" Essential Disk Head Cleaner - £2.95



Listed is a small selection of our vast range of Amiga software. Phone us for more!

Title	Price
NEW... PAGESTREAM 3	£229.95
PEN PAL Vers. 1.5	£34.95
FINAL COPY II Release 2 - AGA	£49.45
FINAL WRITER Release 2 - AGA	£74.95
MINI OFFICE	£39.95
SCALA HT100	£35.95
DELUXE PAINT 4.1	£64.95
DELUXE PAINT 4 - AGA	£74.95
VISTA PRO 3	£29.95
VISTA PRO LITE	£29.95
ART DEPARTMENT PRO 2.5	£149.95
REAL 3D CLASSIC	£74.95
REAL 3D Vers. 2.0	£399.95
CALIGARI	£97.95
BRILLIANCE 2 £49.95 LIMITED OFFER	£109.95
IMAGINE 3	£22.95
X-CAD 200	£227.95
X-CAD 3000	£144.95
ART EXPRESSION	£36.95
GB ROUTE +	£32.95
DISK EXPANDER	£37.95
PC TASK	£54.95
BLITZ BASIC 2	£51.95
DIRECTORY OPUS 4	



MOUSE MECHANIC
Keep your mouse in tip top condition the easy way. Very Effective!
Only... £4.95 +p&p

"...at GH, we'll look after you..."

SERVICE, SUPPORT and WARRANTIES: GH's One Year GH Gold Warranty gives you complete peace of mind (new for faulty goods exchange for 30 days, service for first year - we collect & redeliver free), with enhanced/extended options available as you prefer.

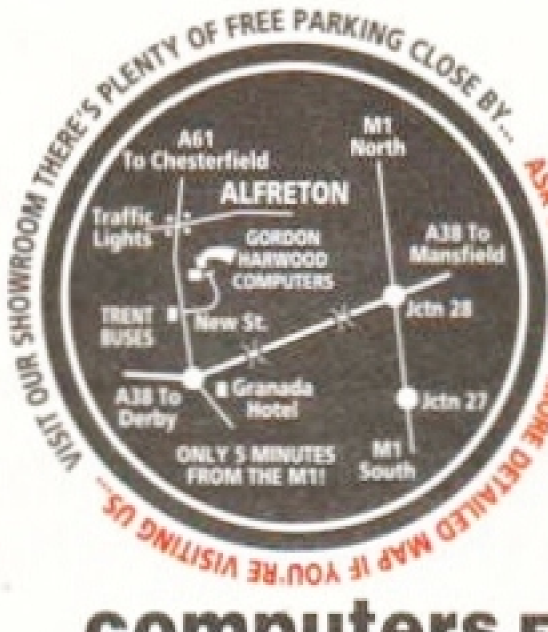
BY PHONE: We'll help with any queries and when you're ready to order we accept Visa, Mastercard, Access, Switch, Connect, Delta and Lombard Creditcharge (most 'store cards' are Lombard Creditcharge and we happily accept them).

BY POST or FAX: When ordering include your name, address and preferably a contact phone number with your order requirements. If charging a credit/debit card include its number and expiry date (and issue number with Switch cards).

PRICES: Please remember to confirm prices in case you are looking at an 'old' magazine. Prices can change (up or down) before the magazine's cover month has passed. Please confirm before sending orders by post.

EXPORT: Most items are available at TAX FREE PRICES to non EC residents & overseas UK Armed Forces Personnel (with CO's document). Please call us for confirmation of prices and carriage charges.

FREE UK DELIVERY: We despatch promptly & offer FREE delivery of all orders throughout Mainland UK. If your order is urgent we have priority despatch options with expedited delivery available.



"Why not pay a visit to our Amiga Showrooms?"

We're Open...
Mon-Sat 9am til 5pm
Wed 9am til 1pm

"Got a technical problem?" "Need an Upgrade?" "Want a new peripheral fitting?" LOOK NO FURTHER... GH engineers can do the job - that's guaranteed

gordon harwood computers limited
the UK's favourite Amiga Dealer!

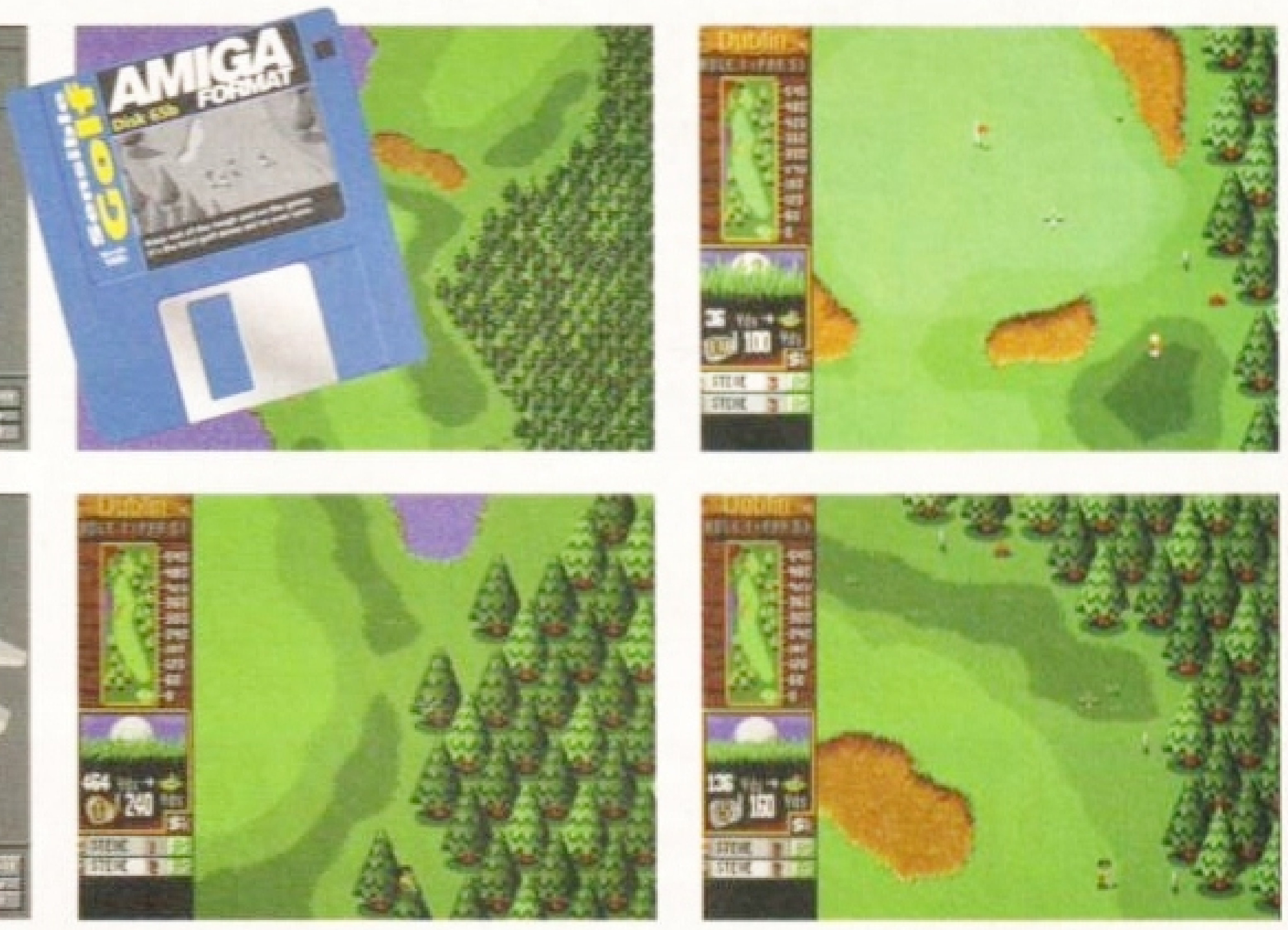
GORDON HARWOOD COMPUTERS LIMITED
(Department amf/A1)
NEW STREET ALFRETON
DERBYSHIRE DE55 7BP
Telephone: 01-773-836781
Facsimile: 01-773-831040

AMIGA FORMAT COVERDISKS

WITH THIS MONTH'S COVERDISKS YOU CAN...



Create 3D masterpieces with *Pixel 3D Professional v1*. This 3D graphics utility is essential for Amiga artists everywhere.



Play *Sensible Golf*. An exclusive-to-*Amiga Format* three-hole demo with bunkers, putting and a little bit of rough.



PIXEL 3D PROFESSIONAL V1

If you own a ray-tracing program then you need *Pixel 3D Professional*. Jason Holborn explains why it's possibly the most useful 3D graphics utility ever.

Thanks to *Amiga Format*'s very popular *Imagine 2.0* Coverdisk, virtually all *AF* readers now have a ray-tracing program. Some of you may even have upgraded to *Imagine 3.0* through our special £95 offer, or perhaps you've treated yourself to *Caligari* or even NewTek's *Lightwave*. Either way, you will love *Pixel 3D Professional*...

Pixel 3D Professional is a powerful 3D object utility that takes over where most ray-tracing packages stop. *Pixel 3D Professional* can be used for all manner of wonderful 3D work which, when used in conjunction with your favourite rendering program, enables you to produce artwork much faster and more efficiently than ever before. Here's a quick run-down of what *Pixel 3D* is capable of.

Object conversion

Have you ever wanted to port an *Imagine* object into *Lightwave* or a *Caligari* object into *Sculpt 3D*? If you have then you'll already know that each of these programs uses its own proprietory format which is incompatible with all other object formats. With *Pixel 3D Professional*, however, you can load objects in 14 (yes, 14!) different object formats and then save them out in whichever format you require. This feature alone makes *Pixel 3D Professional* a must for all 3D artists.

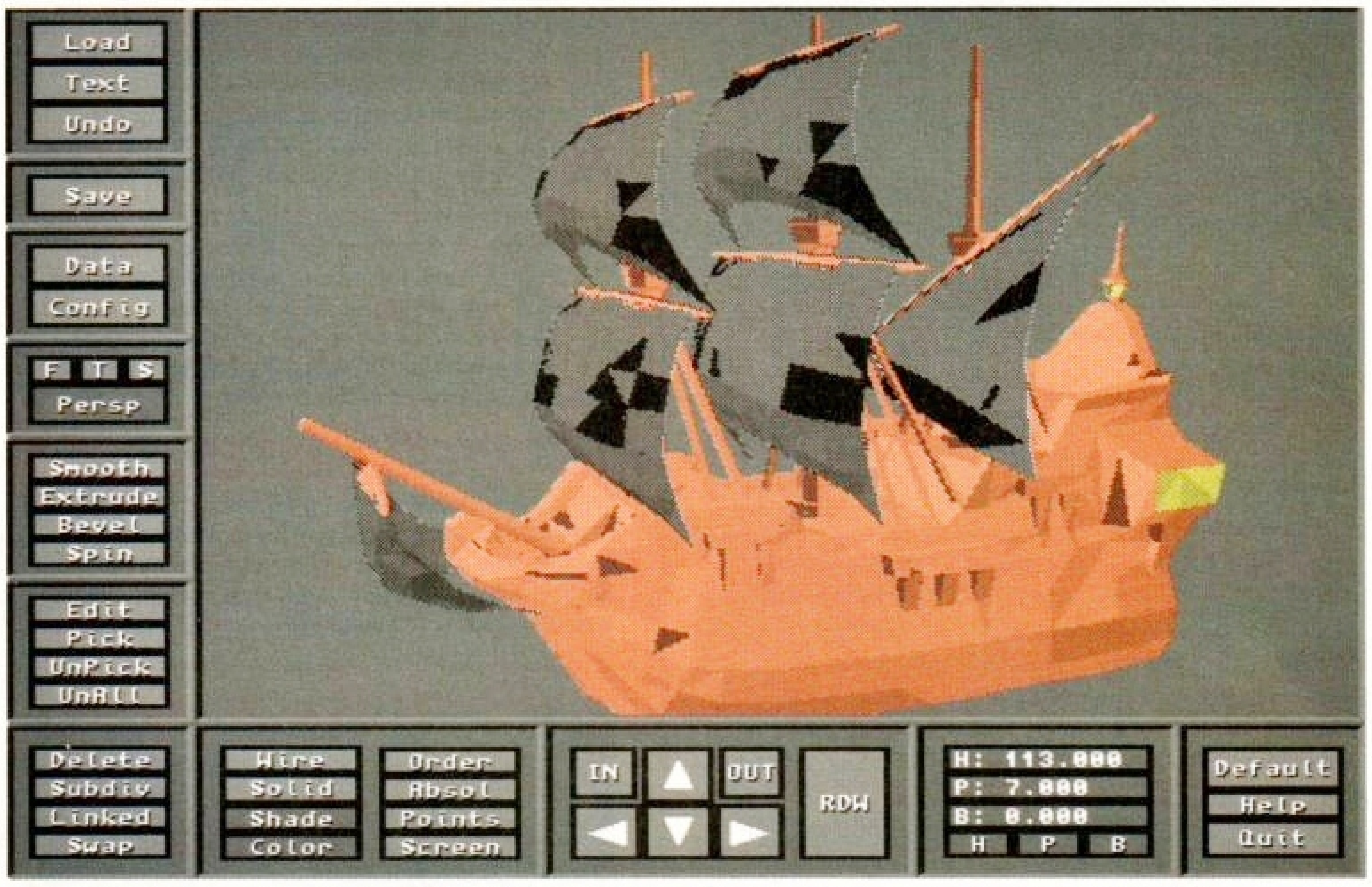
Bitmap conversion

Constructing complex 3D objects such as logos can be very difficult, but not any more. Simply draw your logo in a paint program and then load it into *Pixel 3D Professional* and it automatically converts it to 3D. Once converted, your logo can then be extruded, bevelled and even spun in three dimensions.

3D text

Pixel 3D Professional can convert any Amiga bitmapped font into a 3D object which, like your

If you love your Amiga you'll want the best for it. And *Amiga Format* is here to find the very finest quality software on the market and then put it on our Coverdisks.



Convert objects between different 3D formats with *Pixel 3D Professional* on this month's Coverdisk.

bitmapped logos, can be extruded and generally messed about with to your heart's content. Simply enter your text, tell it which font and point size you want to use, et voila! – instant 3D text.

Object editing

For quick and easy 'on the fly' editing, *Pixel 3D Professional* allows you to edit the individual points that make up a 3D object. Points can then be moved and deleted with ease. It is perfectly possible to modify a 3D object within *Pixel 3D Professional* without having to reload your ray-tracing program.

Continued overleaf ➡

SPECIAL OFFERS

To help you get the very most from your *Pixel 3D Professional* Coverdisk, why not take advantage of these two special offers arranged with Axiom Software on your behalf by *Amiga Format*.

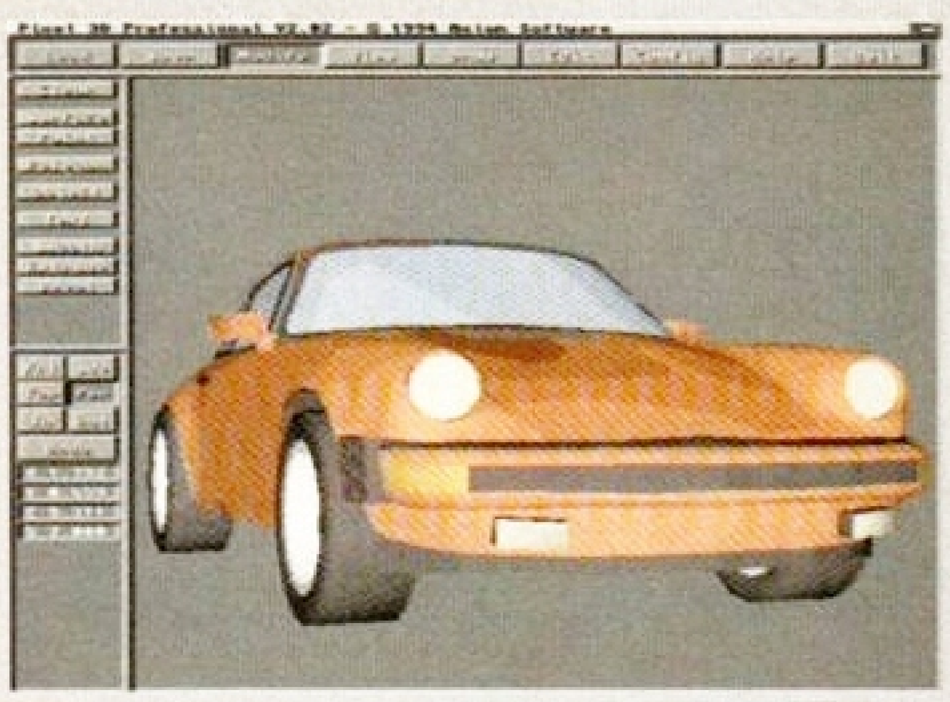
PIXEL 3D PROFESSIONAL MANUAL

For just £14.99, you can get your hands on the official *Pixel 3D Professional* manual. This comprehensive ring-bound manual is an essential guide to *Pixel 3D Professional*.

Subjects covered include loading and saving objects, text and bitmaps, object editing and manipulation functions, configuring *Pixel 3D* to suit your own particular needs, polygon flipping, division, doubling and reduction and how to use *Pixel 3D Professional* objects in programs such as *Imagine* and *Lightwave*.

PIXEL 3D PROFESSIONAL 2 UPGRADE

Some said it could never be done but Axiom have managed it – they've produced an upgrade to *Pixel 3D Professional* that's better than ever. Version 2 (reviewed on pages 100-101 of this issue) offers a whole host of new features



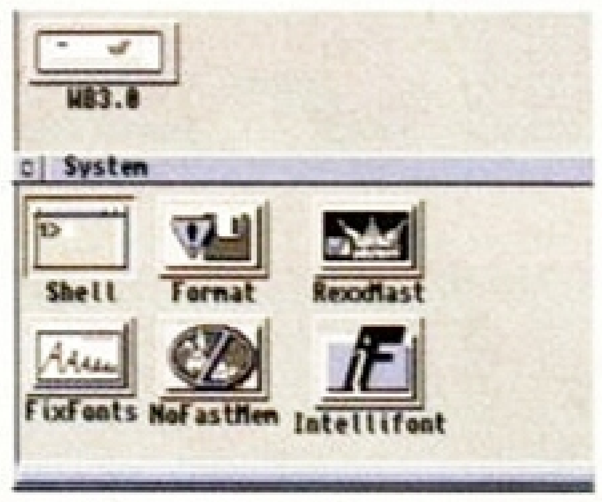
Get from most from your ray-tracing with *Pixel 3D Professional 2*, the essential upgrade.

including full AGA graphics support (view objects in 256 colours), real-time 3D painting, all-new Z-Buffer rendering modes, complete PostScript font and file import support and much, much more. And you can buy this essential upgrade for only £129 – that's a massive £70 off Axiom's recommended retail price!

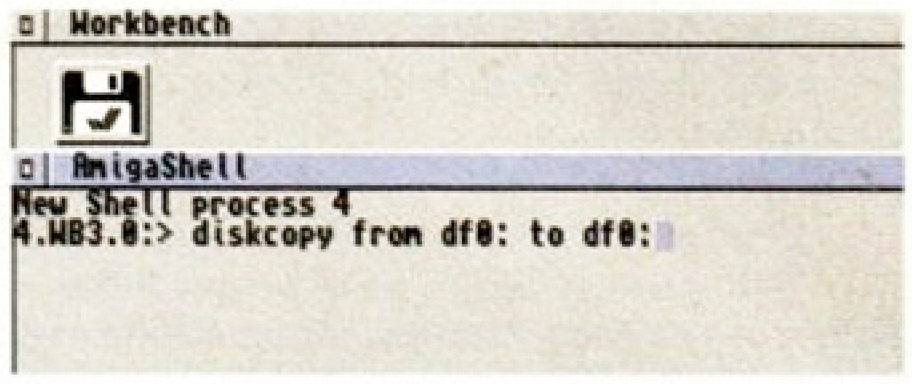
Both of the above items can be ordered through *Amiga Format*'s mail order department. Contact them on 0225 822511. Alternatively, turn to page 18 for an order form.

BACKING UP YOUR COVERDISK

Copying your Coverdisk is very simple. Just follow the stages below...

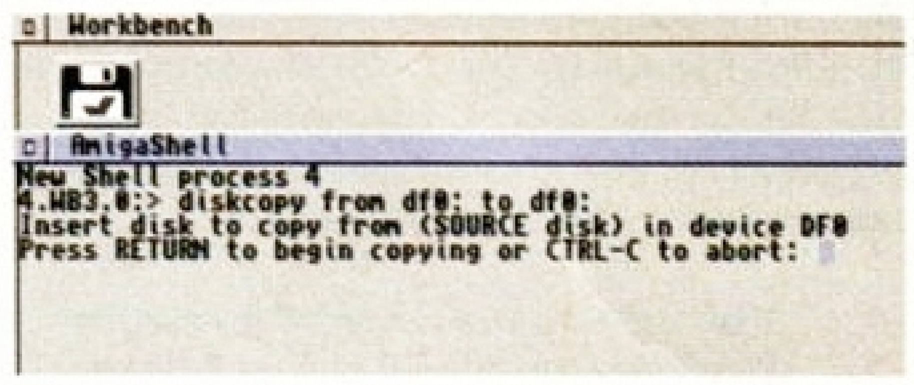


1 **Boot up with your Workbench disk, and find the icon called Shell, which should be in your system drawer. Double-click on this to go into the Shell itself.**

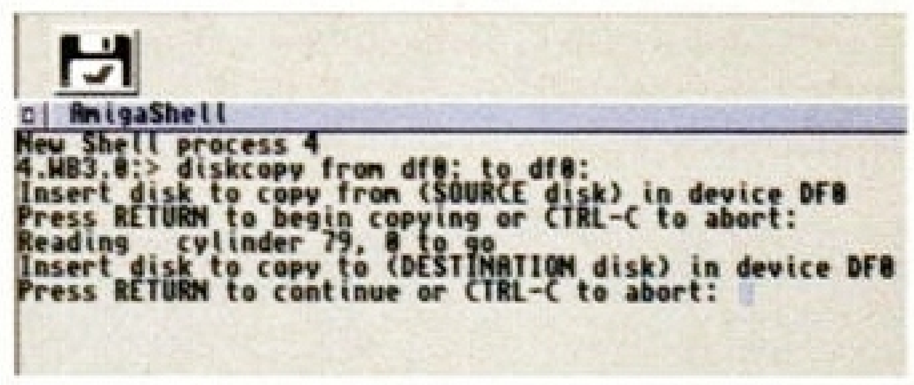


2 **Type in the following line exactly as it appears here, taking care to put the spaces in the correct places:**

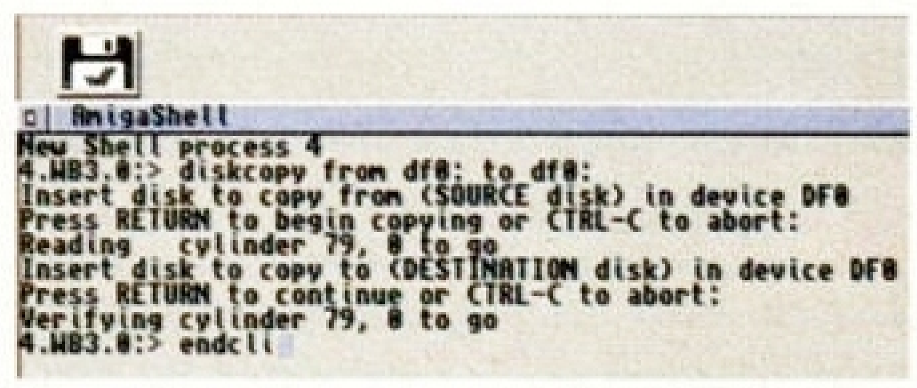
```
DISKCOPY FROM DF0: TO DF0:
```



3 **When asked for the source disk, insert the Coverdisk and press Return. All of the information on this disk will then be copied from the disk into memory.**



4 **Once your Amiga has read the info, it will ask for the destination disk. Insert the disk you want to copy to and press Return. All information on this disk will be destroyed.**



5 **On an unexpanded machine, the Amiga may ask for the source disk again, as it copies in chunks. Finally, type Endcli to close down the Shell. Your copy is complete.**

DISK NOT WORKING?

We take every care to test the Coverdisk software, but Future Publishing cannot accept any responsibility for any data loss or other damage occuring during its use. If your disk is faulty, send it back, including a stamped addressed envelope for a free replacement to:

***Amiga Format* (insert the name of the disk) Disk, Discopy Labs Ltd, PO Box 21, Daventry, NN 5BU.**

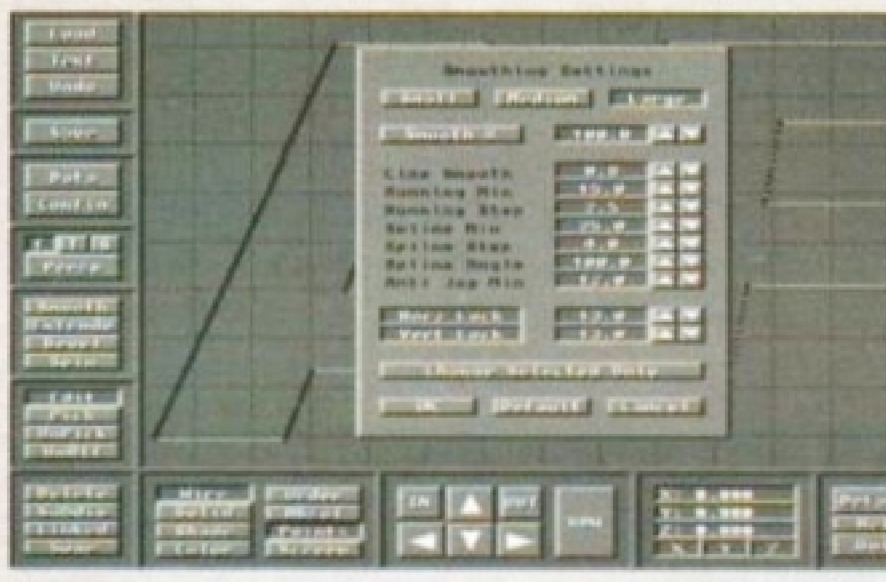
GETTING STARTED

FROM BITMAP TO 3D

By far the simplest method of creating a complex 3D object in *Pixel 3D Professional* is to draw your object in a paint program and then let *Pixel 3D Pro* do the hard work of transforming the image into a structured 3D object. Let's have a go at creating our own...

1 The first thing you need to do is to create your bitmap using a paint program like *Brilliance* or *DPaint*. To make things a little easier, we've placed a bitmap of the *AF* logo on this month's Coverdisk which we'll use for this tutorial. Let's therefore start by pulling the bitmap into *Pixel 3D Pro*. Click on the Load button and a file requester appears. The *AF* logo file can be found in a drawer called PixelPro_Examples – enter this directory and then click on the file called AFLogo.Bitmap. After a few second's disk access, *Pixel 3D Pro* starts to transform the bitmap into an object.

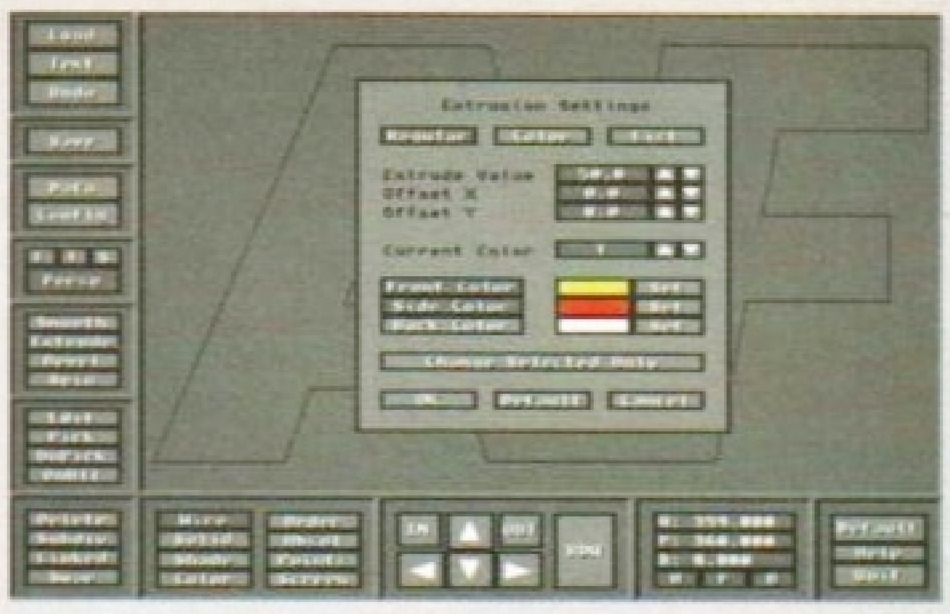
2 After a few moments of heavy number crunching, you should end up with an outline of the *AF* logo on your Amiga screen. Just to prove that it is indeed now 3D, click and hold down the left mouse button inside the preview window and then drag the rectangle that appears to a more three dimensional angle. Once you're happy with it, let go of the left mouse button and your *AF* logo should be displayed in 3D perspective.



3 Right, now click on the little F gadget at the far left-hand side of the screen. Before your very eyes, our *AF* logo should then appear as a series of linked black dots. These are the points that form the logo. At the moment, however, there are far too many points. Thankfully, *Pixel 3D Pro* provides a handy Smooth tool which can automatically remove unwanted points.

Click on the Smooth tool and the Smoothing Settings requester pops up. This requester allows you to fine tune how *Pixel 3D Pro* removes points. As it is, however, the default values suit our needs perfectly so just click on OK and *Pixel 3D Pro* starts to smooth our object. After a while, our AF logo should reappear but with a lot less points.

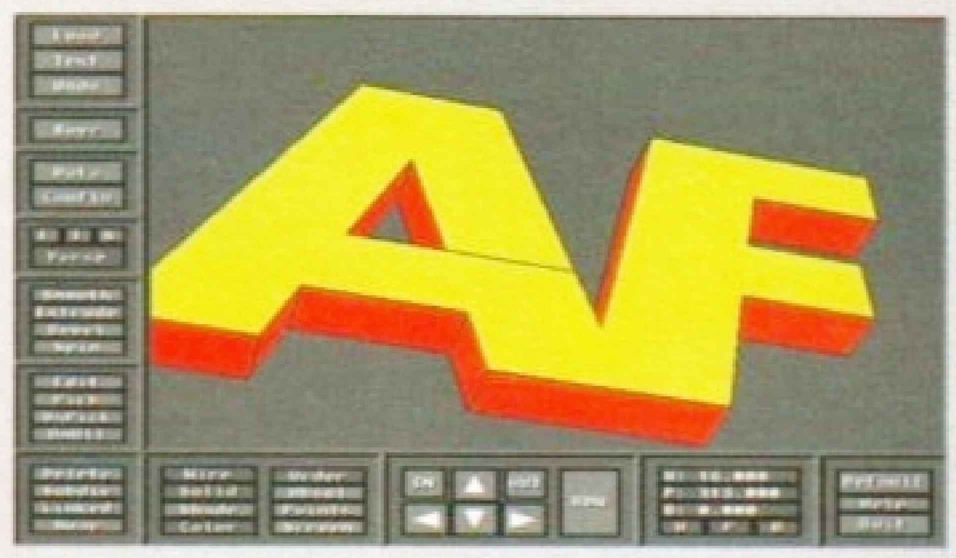
4 Return to Perspective mode by clicking on Persp. Now let's extrude our title so that it is truly a three dimensional object. Click on

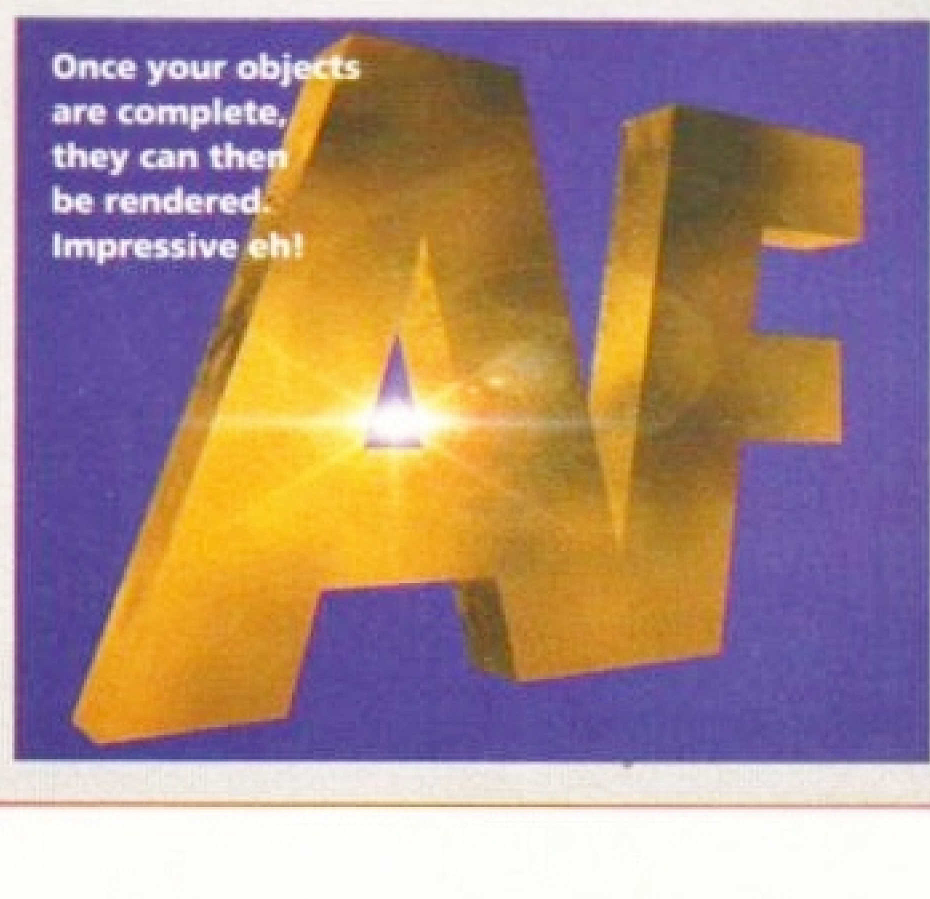


Extrude and the Extrusion Settings requester pops up. All we need to set here is the extrusion value (how deep the extrusion will be) so click on the arrow gadgets to increase the Extrude Value so that it reads 50.0.

Before we go any further, let's change the colour of the face and sides. First, the face colour. Click on the Front Color gadget to highlight it and then click on the Set gadget next to it. A colour requester appears allowing you to alter the RGB value of the face. For the sake of this tutorial, set red and green to 255 and blue to 0. Then click on OK and then repeat the same procedure with the Side Color gadget so that the side colour is set to red (red 255, green and blue set to 0). Once both colours are set, click on OK and *Pixel 3D Pro* does its stuff.

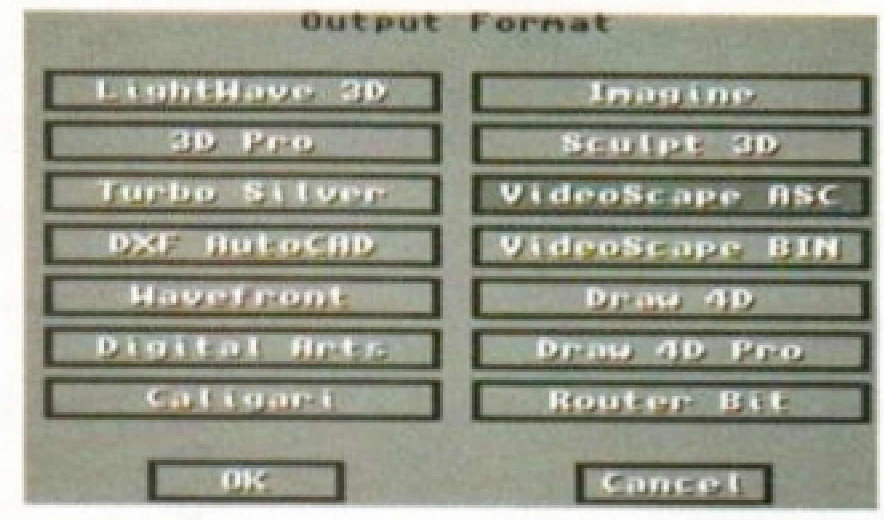
5 You now have a wireframe representation of an extruded *AF* logo. But we can make it look even better – click on the gadgets Solid, Order and Color and then click on RDW (Redraw) and watch what happens. Why not try rotating the object to see it in true 3D. Don't worry if *Pixel 3D* doesn't always draw the object perfectly (some faces may overlap or show through others, for example) – once the shape is loaded into a ray-tracing program, it'll be displayed perfectly.





Once your objects are complete, they can then be rendered. Impressive eh!

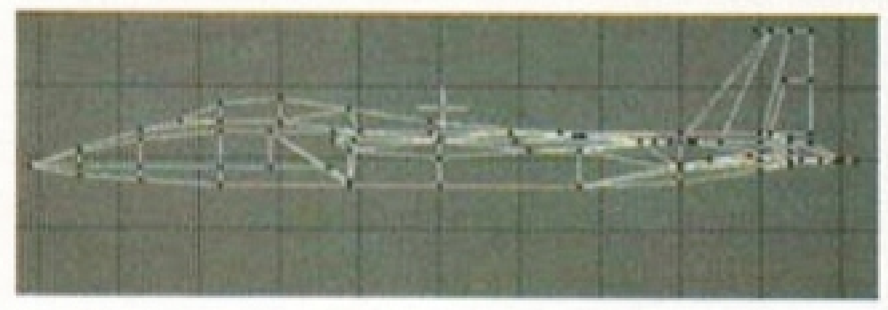
MOVE OVER LEONARDO,



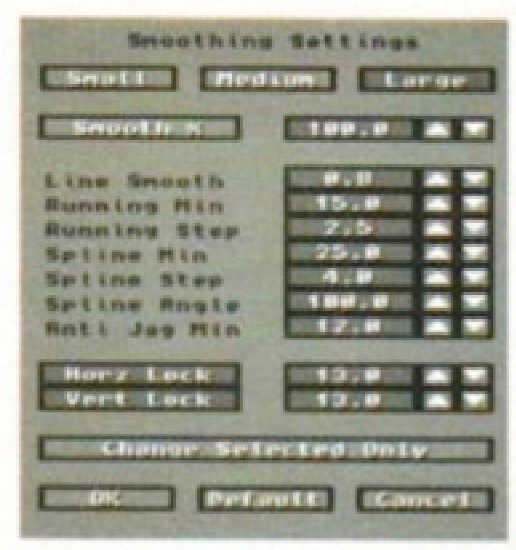
The Save gadget allows you to save your 3D object to disk. The great thing about *Pixel 3D Pro* is that it is not restricted to one object format – your 3D objects can be saved to any one of 14 different object formats including *Lightwave*, *Imagine*, *Sculpt 3D* and *AutoCAD DXF*. This makes *Pixel 3D Pro* an invaluable tool for all 3D artists.

The Data gadget allows you to apply all manner of weird manipulations on your 3D data. You can, for example, perform vertical point reductions, reduce the number of polygons and so on. Once again, experimentation is the key.

The Config gadget allows you to fine tune how *Pixel 3D Pro* transforms a bitmap when it's first loaded. You might, for example, want to use Smoothing so that your bitmap is automatically smoothed after it's converted to a 3D object.



By default, *Pixel 3D Pro* displays all 3D objects in perspective (3D) mode. Although visually impressive, perspective mode is a preview mode only – you cannot edit the points that make up your object in this mode. If you want to edit your object, the F, T and S buttons switch between the front, top and side view editors. These three views are a bit like tri-view editors used by ray-tracing programs such as *Imagine* and *Lightwave*.



These four tools are handy when constructing 3D objects from flat surfaces and bitmaps. Smooth attempts to smooth out an object by removing unwanted points. Extrude, Bevel and Spin produce weird 3D special effects. As always, the best way to find out what these tools are capable of it is to experiment.

This group of four gadgets allow you to change the Edit mode when your object is displayed in one of the three plan views. Edit mode is without doubt the most useful because it allows you to manipulate individual points that make up your object. To edit a point, just click on it and it is highlighted. You can then delete it and even move it by dragging it around the screen while holding down the right mouse button.

When *Pixel 3D Pro*'s Point Editing mode is enabled, these gadgets can be used to manipulate individual or groups of points.

PIXEL 3D PRO'S IN TOWN



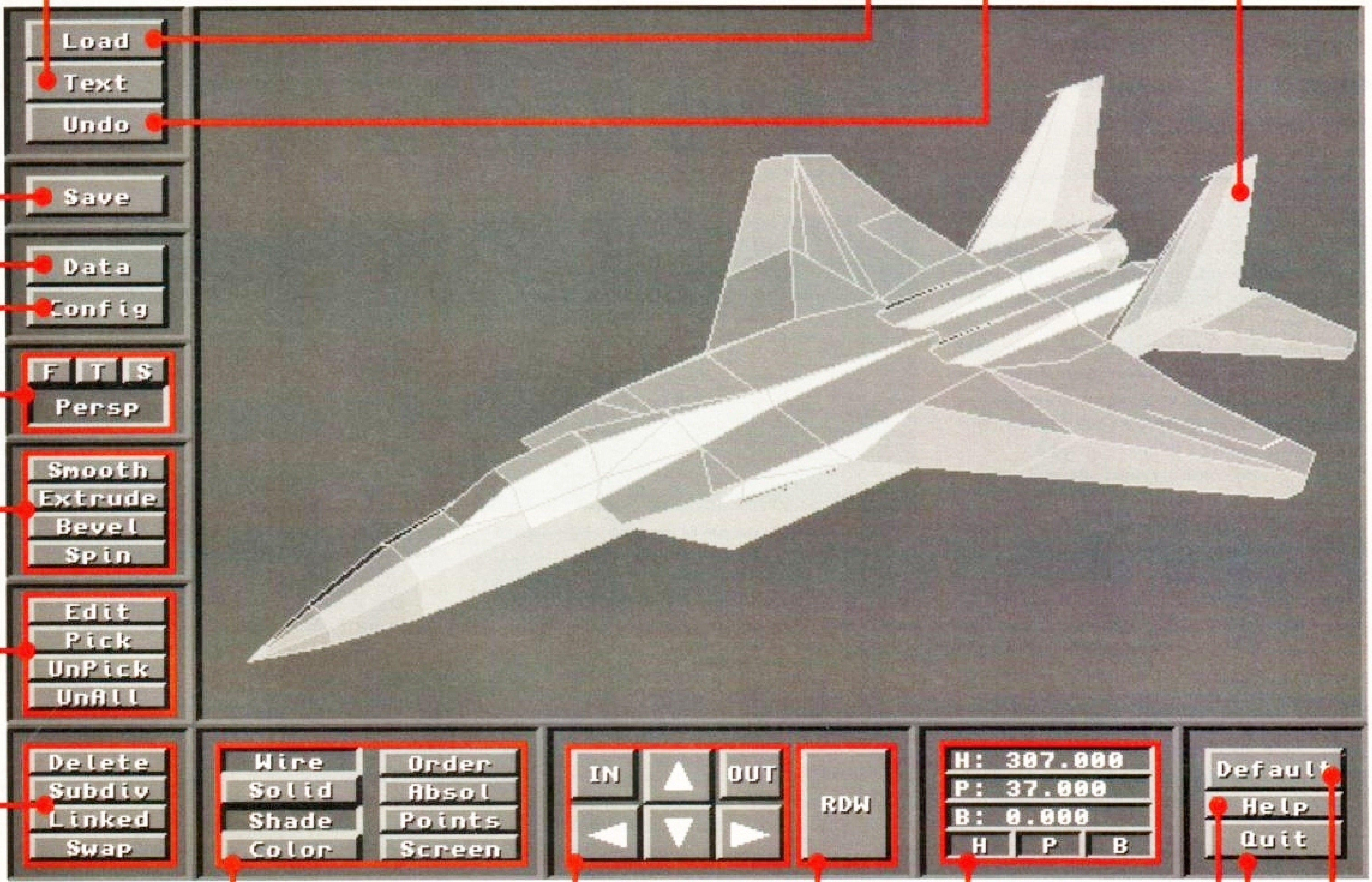
Pixel 3D Pro can automatically generate 3D objects of any text that you feed it using standard Amiga bitmapped fonts (not outline fonts, however).

All you have to do is to click on the Text gadget and a requester appears asking you to enter some text. Type in the text you wish to be converted to 3D and you'll then be prompted to pick a font from those available on your system. To select a font, click on its directory entry (Diamond, Topaz or whatever) and then select the point size you wish to use – such as 8, 9 or 11 – from the file requester. *Pixel 3D Pro* then transforms your text into a 3D object. You may find that the text is rather stepped – this can be cured by running it through the Smooth tool.

The Load gadget allows you to load either a 3D object or a bitmap into *Pixel 3D Pro*.

The Undo gadget allows you to restore your 3D object to its original state prior to the last operation.

The bulk of *Pixel 3D Pro*'s screen is taken up by the object display window which displays a preview of your 3D object in a variety of different formats. You can also rotate the viewpoint so that the object is viewed at different angles – simply click and hold down the left mouse button inside the window and then drag the mouse pointer to move the object.



These eight gadgets define how *Pixel 3D* displays the preview of your 3D object. If just the Wire gadget is highlighted then you'll see a wireframe representation – click on the Solid button too and *Pixel 3D* performs hidden line removal so the object looks er... solid.

Although it is possible to rotate your 3D object simply by dragging it with the mouse, *Pixel 3D Pro* also provides this set of six gadgets which allow you to adjust the heading and pitch of the object and even zoom in and out to view the object at different levels of magnification.

Once you've performed an operation on your 3D object, clicking on this gadget forces *Pixel 3D Pro* to redraw the object in the currently selected display mode.

Keeping track of where you are in 3D space can be confusing so *Pixel 3D Pro* has this status display detailing the heading, pitch and bank co-ordinates of the object. When rotating the object, you can control what direction it moves in by toggling the H, P or B buttons on or off.

If you still find any aspect of *Pixel 3D Pro* confusing then you'll be pleased to know that the program has full on-line help facilities. Activate the Help button by clicking on it and then click on the function that confuses you – a window pops up explaining what the function does and how to use it.

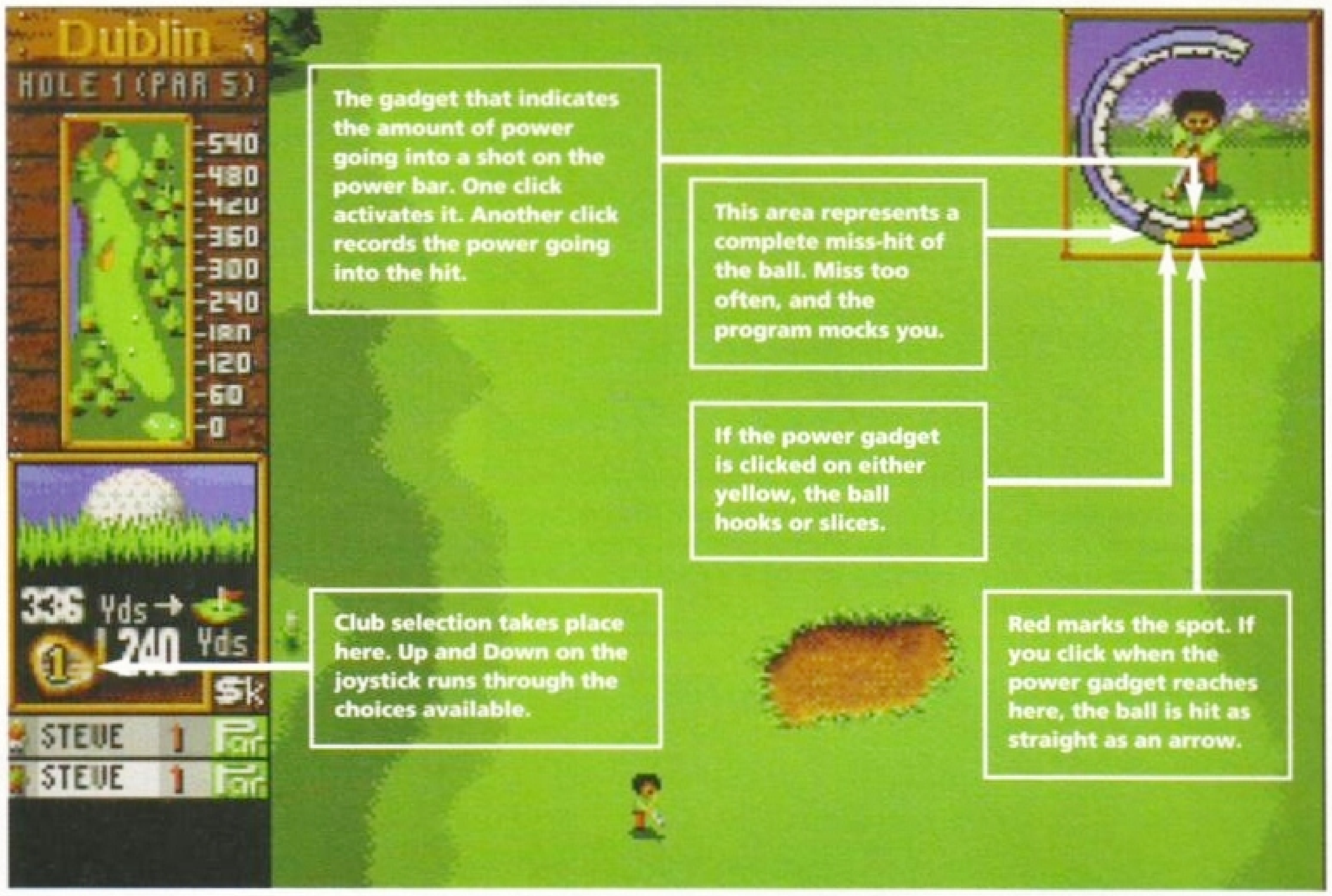
Pretty obvious this one – click on this gadget and *Pixel 3D Pro* quits returning you to the Workbench in the process.

Clicking on this button allows you to fine tune how many of *Pixel 3D Pro*'s tools work. You can, for example, set default values so such things as the degree of bevelling and so on can be permanently fixed.

SENSIBLE GOLF



Exclusive to *Amiga Format* and on our game Coverdisk this month is Sensible Software's stunning *Sensible Golf*. Fore!



It's pretty hard to putt the ball with all these stupid great big boxes in the way, still never mind eh?



The arrows indicate the run of the green. Take note of them and plan your shot accordingly.



A change of club is sometimes better when playing out of a tricky situation. Hit the fairway, not the trees.

Look at this page. Look at the *Sensible Golf* Coverdisk on the front of this magazine. Look around you and take in the location. Notice anything special? No? Well you should.

Because this month's *Amiga Format* is the only magazine in your hands, in your street, in your town, in your county, in your country, in your continent, in your earth, in your solar system, in your galaxy to feature a demo of Sensible Software's up and coming brand new golf game, *Sensible Golf*.

We've managed to get hold of the game so early that even the programmers didn't know we had it until this morning.

Unfortunately, there's a down side to all this euphoric hip-hip-hurrahing in the shape of a few in-game bugs. Take a look at the little red box at the bottom of this page which highlights the major bugs that we have found. If you find any other bugs that we haven't listed here, congratulations, you're probably one of the first people in the entire galaxy to find them. So, many apologies for the bugs, we hope you enjoy the game anyway.

Controlling *Sensible Golf* is easy. Simply plug a joystick into the mouse port. Moving up and down on the stick cycles through the clubs available and the information box above each club's icon tells you the maximum distance that the club can hit a ball. Move the stick from side to side to align the cursor with the direction in which you want to send the ball.

IT'S EVEN GOT A WIDGET

Click on the fire button and a power meter appears in the top right-hand side of the screen. Click again, and a power indicator moves toward maximum power.

Now click when the marker reaches the power required on the scale and a small gold widgit records exactly where you clicked. The widgit continues on its journey to the end of the power meter and then makes its way back to the start position.

This is where timing and a steady hand are important. You'll notice at the southern-most point of the power meter that there's a red marker. Press the fire button when the indicator is in the red. On either side of the red, there's a yellow and grey buffer zone. If you click in the grey zone, it's a miss-hit – in the yellow it either hooks or slices the ball.

To obtain an aerial view of the courses, simply hit the space bar – this lets you work out where the best place to put the ball is. To scroll up and down the map, use the requisite controls on the joystick.

And that's it. There are three holes to be played altogether. Have fun and good luck.



The full game will have 72 holes which make up 20 courses around the world.

THE GOOD, THE BUGGED AND THE UGLY

This demo version of *Sensible Golf* is bugged. So far, we've tracked down three major bugs.

The first regards memory expansions. If the disk refuses to load and you've got a memory expansion, take it out or switch it off. Otherwise, the game isn't going to load.

The second regards the striking of the ball. If you hit the fire button as the power indicator changes from miss-hit to slice or hook, the game crashes. It's not recoverable and you'll have to reset your machine and load the demo back in again.

The third bug is less of a bug and more of an inconvenience. While putting, if you hit the ball with zero power it will zing off in the opposite direction at max power.

Avoid these bugs and persevere. If you do find yourself pulling your hair out, please accept our humble apologies.

ZAP YOUR MATES WITH A BRILLIANT BATTLE GAME.

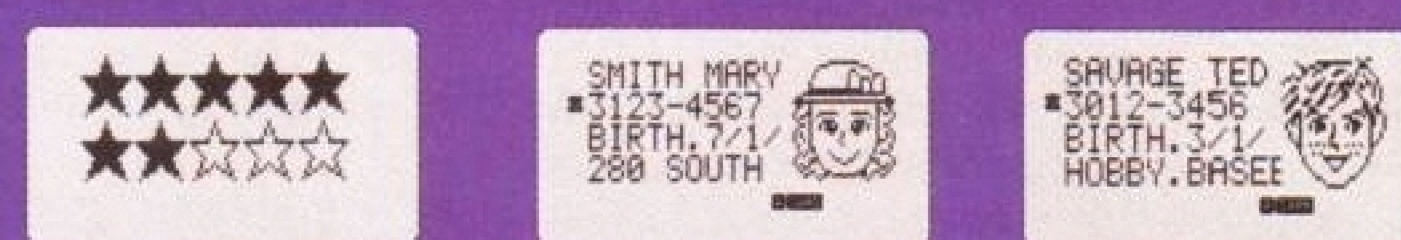


The new Casio C300 My Magic Diary has a brilliant battle game. And because it's got a magic beam, you can play it with your mates even when they're not sitting next to you. Or you can try to beat the built-in computer.



Battle Screen — Battle Result Screen — ESP Power Replenishment Screen

And it's got tons of other fun and useful features. It'll keep a record of all your mates names, addresses, birthdays and telephone numbers. Even their faces.



Fortune Telling — Telephone Directory — Telephone Directory

Using the montage feature you can build a picture of anyone you like (no matter how ugly they are!). And you can store things secretly with the secret password function. We've also squeezed in a calculator, calendar and clock/alarm. With this many fun features you'll be beaming from ear to ear.

CASIOCLUB



MAGIC BEAM DIARY



THE CASIO CLUB RANGE COMPRISES: C-100 ELECTRONIC DIARY, PRICE GUIDE £29.99; C-200 ELECTRONIC DIARY, PRICE GUIDE £64.99; C-300 ELECTRONIC DIARY (SHOWN ABOVE), PRICE GUIDE £79.99; M-100 KEYBOARD, PRICE GUIDE £19.99; M-200 KEYBOARD, PRICE GUIDE £49.99; ML-1 FLASHING LIGHT KEYBOARD, PRICE GUIDE £39.99; ML-2 FLASHING LIGHT KEYBOARD, PRICE GUIDE £59.99, U-200 PERSONAL STEREO, PRICE GUIDE £7.99.

THE CASIO CLUB RANGE IS AVAILABLE FROM: ARGOS, BOOTS, DIXONS, FREEMANS, GUS, INDEX, JOHN LEWIS PARTNERSHIP, TEMPO, TOYS 'Я' US, WH SMITH AND ALL GOOD TOY STOCKISTS. PRICE GUIDES CORRECT AT TIME OF GOING TO PRESS. SOME MODELS MAY NOT BE STOCKED AT ALL OUTLETS.

FOR MORE INFORMATION ON THE CASIO CLUB RANGE, PLEASE CALL OUR CONSUMER HELPLINE ON 081 751 0167.

CASIO

AMIGA FORMAT COVERDISKS

GOT A PROBLEM WITH YOUR COVERDISK? CALL 091-385 2627

EXTRA!



We hope your Coverdisk is working fine, but if not, these hints, tips and corrections may sort out the problem for you quickly and easily.

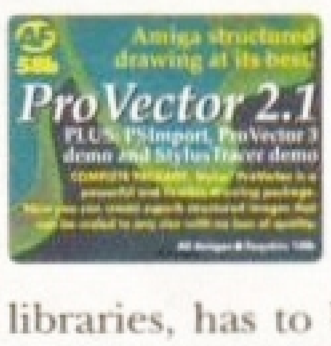


FRACTALPRO AF56

Several people claimed that this program simply didn't work after they had selected Draw. The software indicated that it was drawing but nothing ever happened.

Have patience. If you had to calculate the cube roots of some equation to 20 decimal places for each pixel on a hi-res screen, it would probably take you more than two minutes.

You can flip to the fractal screen and see things being drawn using the standard Amiga screen flipping keys (Left Amiga and N or M).



PROVECTOR AF58

There is nothing wrong with this one. It uses the ARP.library, as do many other Amiga programs. This library, like all other libraries, has to be located in the LIBS drawer of the start-up disk. If you are booting up from Workbench, this is the LIBS drawer on that disk.

The ARP.library is provided with the disk, in the LIBS drawer, so you can just copy it to your boot-up disk. For example, put the *ProVector* program disk in the drive and type:

```
copy df0:libs/arp.library        Libs:
```



MUSIC-X AF58

A600 owners, and anyone else with only Chip RAM, should follow the instructions for A1200 owners, otherwise they will find they have little room for samples.

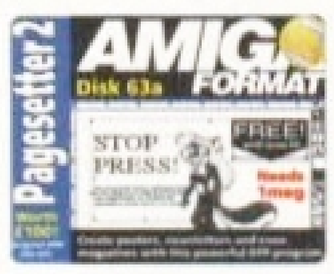
Also, many people seem to be getting a message regarding missing fonts. The fonts are on the disk, OK! If you boot up from the *Music-X* program disk, like it says to do in the instructions, there's no problem.

If you want to boot off any other disk, copy the font into the FONTS: drawer of your boot-up disk. This is not complicated – it is how the Amiga works (and the PC and the Mac).



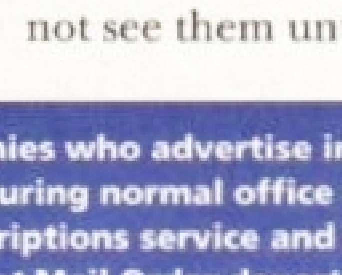
DEMO MANIAC AF60

There are lots of problems with this, because Black Legend gave us a very bug-ridden product. If you are getting unexplained gurus, the most likely cause is a software bug.



PAGESETTER 2 AF63

There don't seem to be any problems with this program, but a few people seem to be having difficulty with fonts. *PageSetter 2* works with CompuGraphic fonts, but it needs an .atc file. If your font doesn't have one, *PageSetter 2* won't recognise it.



THEME PARK AF64

Not a problem, but a cheat. If you press the C key during the loading screen a message appears, informing you that the cheat mode is active. You will now have lots of cash to buy oodles of rides and things!

LIBS, FONTS AND ALL THAT

There are lots of files and commands associated with the normal operation of software. You may not see them until you try to install software:

LIBRARIES – These are compact routines which are compiled as a separate library. They contain commonly-used routines so programmers can write new utilities without having to re-code all the basic routines all the time. Libraries should be located in the LIBS drawer of your start-up disk.

FONTS – Amiga fonts come in many varieties, but the most common are bitmap fonts. The majority of programs use the system fonts, but some use their own. In this case, the font must be present in the FONTS: drawer of your start-up disk.

ASSIGN – The assign command is used to make pathname shortcuts. It does this by creating a logical or virtual device – one that doesn't exist, but points to a pathname that does. The usage is:

```
Assign   <device name>     <path name>
```

So, if you had installed a program from disk called *Paint* and installed it to a hard drive in the utilities drawer, your command might look like:

```
Assign Paint: hd0:Utilities
```

IN GENERAL

A few things to remember about Coverdisks:

- **Read the instructions fully.**
- **With most disks, it is usually easier to boot up from the actual decompressed Coverdisk. This disk has all the fonts, libraries and devices required by that program.**
- **If you boot from another disk, you may have to copy some libraries or fonts over. Use the copy command, or drag the files, having first switched on Show All Files mode.**
- **To install your software on a hard disk, you may have to make an assign or two. The assigns should be of the original disk name, and point to the new file path.**

HOW TO CONTACT AMIGA FORMAT

The best way to get an answer from *Amiga Format* is to make sure you're addressing your letter to the right person (or, indeed, department)...

- We get hundreds of letters and faxes a day, so we can't reply in person.
- *Amiga Format* is available for enquiries by telephone every Tuesday between 10.30am and 6pm, but please make sure your call is really necessary.
- Our advertising complaints department can help with problems with companies who advertise in *AF* if you phone during normal office hours.
- Our subscriptions service and the *Amiga Format* Mail Order department can be contacted on 0225 822511.

WORKBENCH: If you have any problems with the technical side of your Amiga, with hardware or with serious software, Nick Veitch will answer you in the mag. If you have advice or tips for other readers, send them in and you could win a prize.
Workbench, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

GAMEBUSTERS: If you've found a cheat mode, mapped out the levels, or found all the passwords for the latest game, send the info to Steve Bradley and you could win a prize. Or, if you're stuck, ask Helping Hand for advice.
Stephen Bradley, GameBusters, *Amiga Format*, 30 Monmouth Street, Bath BA1 2BW.

READERS' LETTERS: The letters pages are there for you to air your views and share your opinions; please remember not to ask questions that should be in Workbench!
Letters To The Editor, *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.

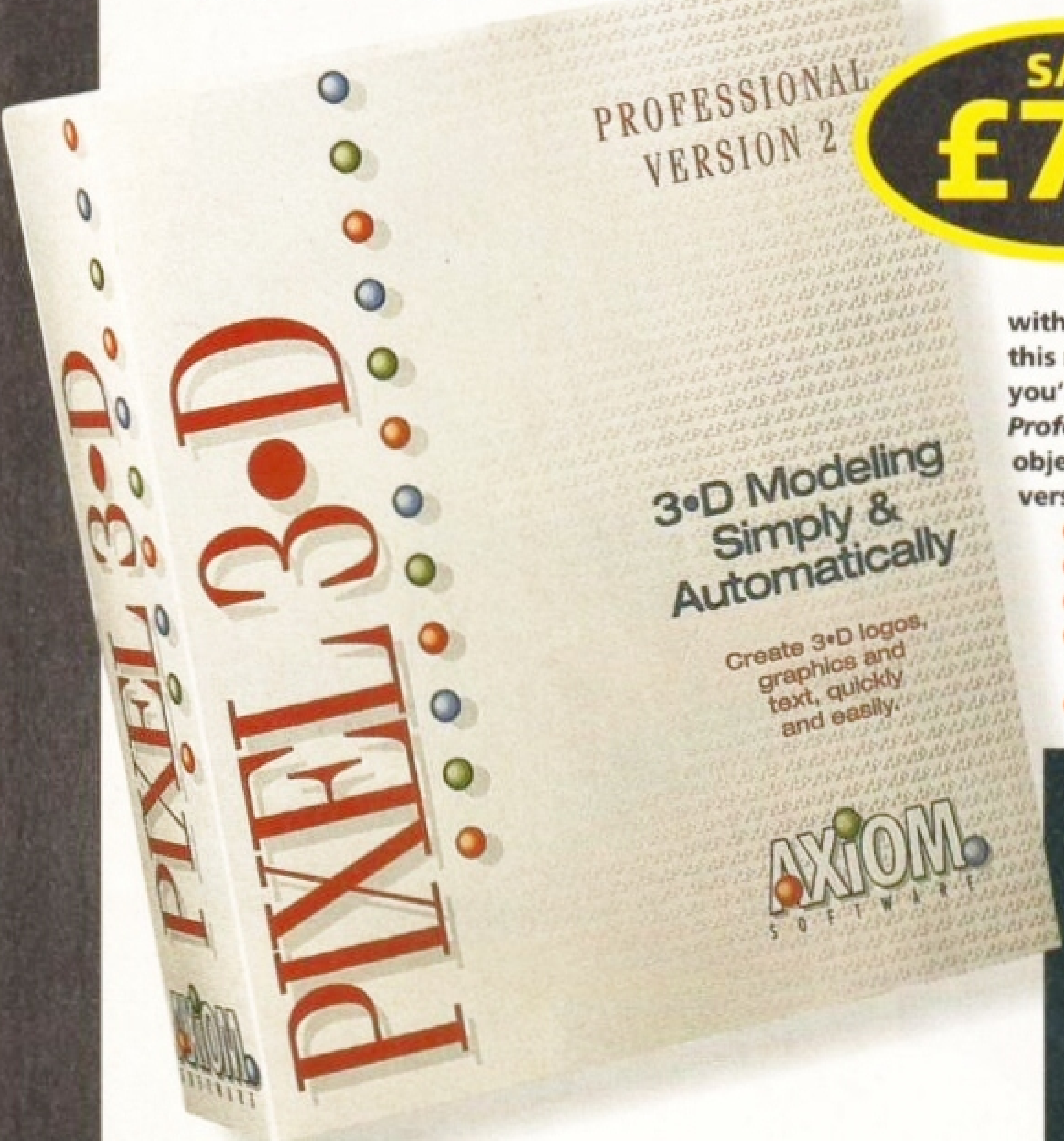
COMPETITIONS: To enter a competition, write the answers and your name, address and phone number on the back of a postcard.
Whatever Competition, *Amiga Format*, 29 Monmouth St, Bath BA1 2DL.

SPECIAL OFFERS: If you've ordered something from the *AF* Mail Order and you've got a problem, call our Mail Order department on 0225 822511.
Amiga Format Mail Order, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.

SUBSCRIPTIONS: If you have any subscription enquiries then write to:
Amiga Format Subscriptions, Future Publishing, FREEPOST (BS4900), Somerton, Somerset TA11 6BR.

FAULTY COVERDISKS: If you have a faulty disk, DON'T return it to us: send it, enclosing an SAE, to: DisCopy Labs, Units 2 & 3, Omega Technical Centre, Drayton Fields, Daventry, Northants NN11 5RT.

AMIGA FORMAT PRESENTS



SAVE £70!

Upgrade to the new *Pixel 3D Professional v2* for only £129 thanks to *Amiga Format* and Axiom Software.

You've seen what you can do with the amazing *Pixel 3D Professional v1* on this month's Coverdisk, so just imagine what you'll be able to achieve with *Pixel 3D Professional v2* – one of the most powerful 3D object utility programs available. The new version includes the following enhancements:

- Real-time 3D painting
- Complete AGA support
- Z-Buffer full colour viewing modes
- Complete PostScript font and file support
- Object hierarchies support
- Loads 17 different 3D file formats, including *Lightwave*, *3D Studio* and *Imagine*
- Improved *DFX AutoCAD* support
- And much, much more...

Version 2 can convert bitmap pictures of logos and shapes to 3D with unrivalled speed and quality. *AF* readers can upgrade to *Pixel 3D Professional v2* for only £129 – which is £70 off the recommended retail price.

*NOTE: *Pixel 3D Professional v2* requires Workbench 2.0 or higher and 2Mb RAM.

CODE: AFP3D2

Get the most out of your Coverdisk with the official ring-bound manual for *Pixel 3D Professional* from Axiom Software for only £14.99.

Including in-depth articles on:

- Loading objects, text and bitmap images
- Object editing functions
- Object manipulation functions
- Configuring bitmap load settings
- Polygon flipping, division, doubling and reduction
- Tutorials on converting text and bitmaps into objects
- Using *Pixel 3D* with other programs
- And lots more...

CODE: AFP3DM



£14.99

AMIGA FORMAT READER OFFER FORM

Name ....

Address ....

....

.... Post Code ....

Phone Number ....

Description	Price	Order Code
Total Order		

Method of payment (please circle) Access Visa Cheque PO

Please make cheques payable to: **Future Publishing Limited**

ALL PRICES INCLUDE POSTING, PACKING AND VAT

Credit Card no

Expiry Date ....

SEND THIS FORM TO: ***Amiga Format*,**
Future Publishing Limited,
FREEPOST (BS4900),
Somerton, Somerset, TA11 6BR.

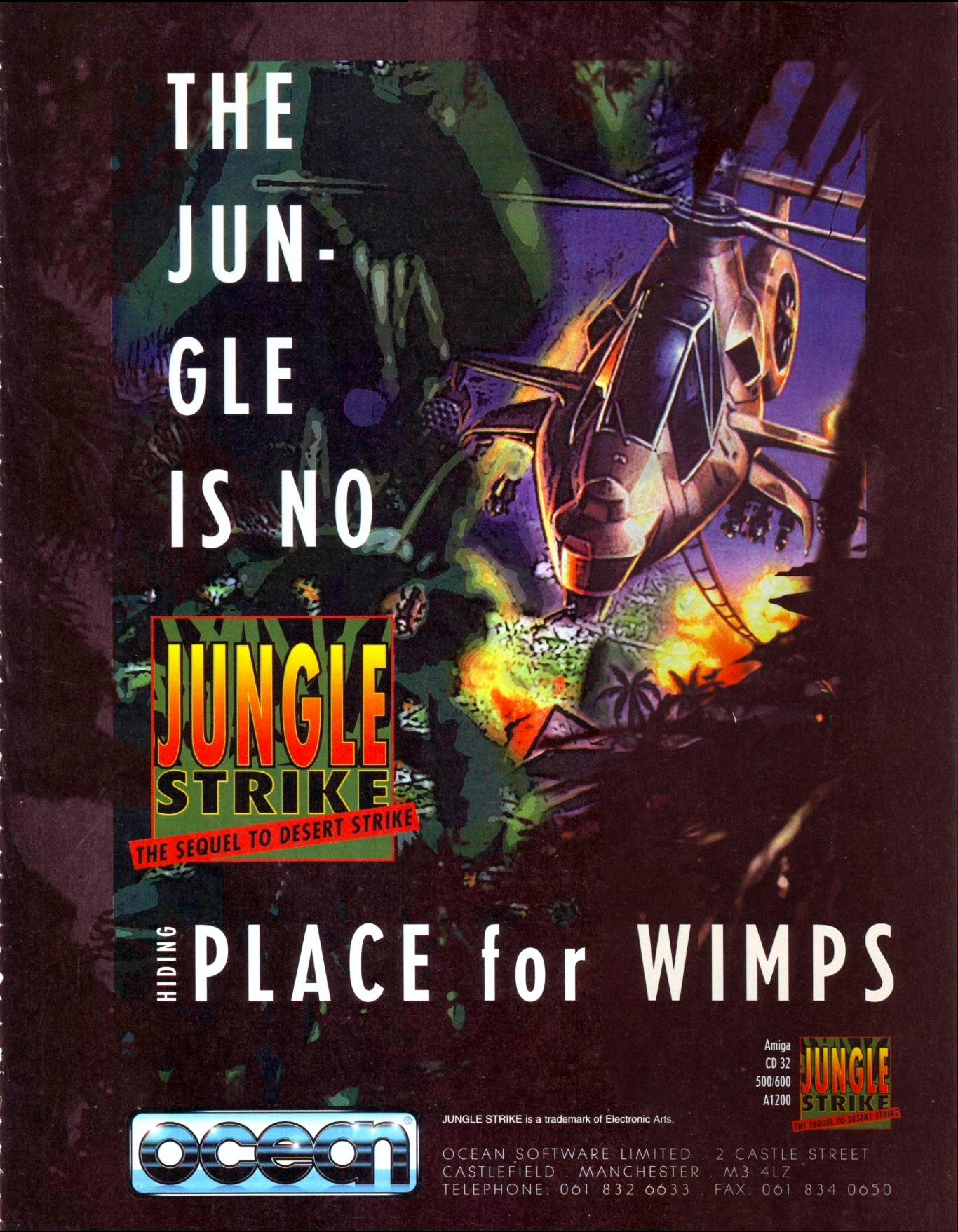
DO NOT SEND CASH – USE METHODS OF PAYMENT LISTED ON THIS COUPON

EEC customers registered for VAT, please quote your registration number:

Customers outside the UK add £4.00 for overseas delivery

☐ **Tick here if you don't want to receive special offers from other specially-selected companies**

AF65


THE JUN-GLE IS NO
HIDING PLACE for WIMPS
JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE
Amiga
CD 32
500/600
A1200
JUNGLE STRIKE
THE SEQUEL TO DESERT STRIKE
ocean
JUNGLE STRIKE is a trademark of Electronic Arts.
OCEAN SOFTWARE LIMITED . 2 CASTLE STREET
CASTLEFIELD . MANCHESTER . M3 4LZ
TELEPHONE: 061 832 6633 . FAX: 061 834 0650



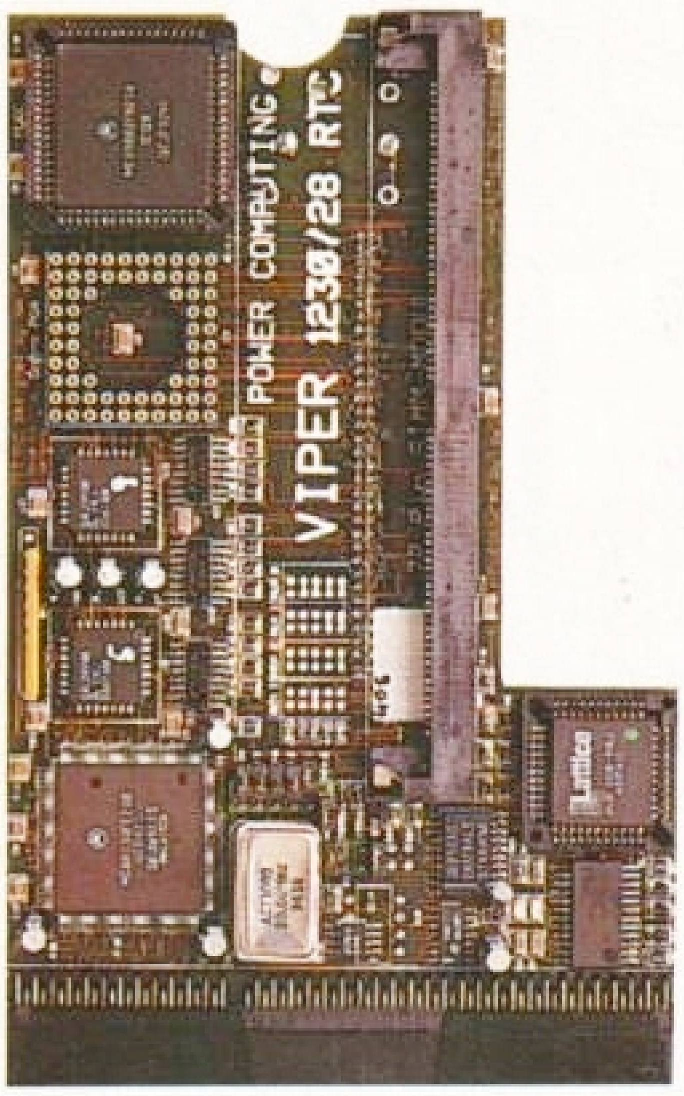
PUTTY
★SQUAD★
"Putty Squad......
is Bloody
Brilliant"
90% The One August '94
OUT NOW!
SYSTEM 3 ARCADE SOFTWARE LIMITED
Released on October 20th Putty Squad is available on A1200/A4000 & CD 32 at £29.99
This is what the experts say:-
"Putty Squad is quite simply the BEST......" 91% Amiga Power
"......The Game is Fantastic" 94% CU Amiga
"System 3 have outdone themselves" 91% Amiga Action Oct '94
"The graphics are absolutely lush. The animation is top notch. The gameplay and difficulty levels are just about perfect and the attention to detail is staggering..." 90% Amiga Format September '94
"Think of every good game superlative and apply it to Putty Squad. Fantastic graphics and sound, awesome addictiveness and refined gameplay - its got the lot" 91% Amiga Power September '94
What more can we say ?
Go buy it from all good stores now!
18 Peterborough Road
Harrow Middlesex HA1 2BQ
Tele: 081 864 8212
Intl: +4481 864 8212
Fax: 081 864 4851
Intl: +4481 864 4851



POWER COMPUTING

DESIGN *and* INNOVATION

VIPER 68030 SERIES



VIPER FEATURES

- RAM Upgradable to 128MB*
- Full Kickstart remapping**
- Optional SCSI-II adaptor
- 68882 Maths Co-processor
- On-board battery backed clock
- Instruction & Data burst modes
- Much faster than an Amiga 4000/040***

new

*Only on Viper 33/40 **Only on Viper 28/40 ***Only on Viper 33/40

VIPER 28

Full 030 with MMU at 28MHz, FPU upto 50MHz

BARE BOARD	£149
4MB 28MHz FPU	£299
4MB 33MHz FPU	£359
4MB 40MHz FPU	£379
4MB 50MHz FPU	£395

VIPER 33

Full 030 with MMU at 33MHz, FPU upto 50MHz

BARE BOARD	£219
4MB 28MHz FPU	£369
4MB 33MHz FPU	£389
4MB 40MHz FPU	£429
4MB 50MHz FPU	£445

VIPER 40

Full 030 with MMU at 40MHz, FPU upto 50MHz

BARE BOARD	£249
4MB 28MHz FPU	£399
4MB 33MHz FPU	£419
4MB 40MHz FPU	£459
4MB 50MHz FPU	£479

CO-PROCESSORS

28MHz FPU	£25
33MHz FPU	£60
40MHz FPU	£80
50MHz FPU	£120
SCSI-II ADAPTOR	£79
8MB SIMM	£319

HIGH SPEC, LOW COST



XL DRIVE 1.76MB

The new XL Drive 1.76MB now comes in a brand new metal casing which is half the height of a standard external floppy drive. The XL Drive allows you to store a massive 1.76MB on a high density disk. The A4000 internal drive fits perfectly underneath the original drive, no case cutting required.

XL DRIVE 1.76MB	£59.95
XL DRIVE INTERNAL	£55.95
XL DRIVE A4000 INT.	£55.95



SUPER XL DRIVE

The Super XL Drive is the only kind of floppy drive of its kind on the Amiga market! The innovative drive can store a massive 3.5MB on one high density floppy disk. (without compressing the file!). This drive is available from late November/early December.

new

SUPER XL DRIVE 3.5MB	£99.95
SUPER XL DRIVE INT.	£95.95



INTERNAL DRIVES

We use the same drive mechanisms as Commodore to ensure complete compatibilty.

PC881 A500 INTERNAL	£30.95
PC882 A2000 INTERNAL	£30.95
PC883 A600/1200 INT.	£35.95

ECONOMY DRIVE

The Economy drive comes with anti-click.

PC880E ECONOMY	£39.95



POWER DRIVES

The Power Drive is most impressive drive of its kind on the market and now includes Blitz Amiga and Floppy Expander. Floppy Expander allows you to compress files only on floppy disks by up to 50%. Other features include: Anti-click, Anti-Virus, Isolation Switch, 2 Year Guarantee, Thru'port, Cyclone Compatible Chip, Built-in Backup Hardware and Blitz Compatible.

POWER DRIVE	£49.95

AWARD *winning* PRODUCTS

44a/b Stanley St. Bedford MK41 7RW

telephone 0234 273000

facsimile 0234 352207

Cheques payable to Power Computing Ltd

Name

Address

Postcode

Telephone

System owned

Description

Cheque/PO for £ — allow upto 7 days to clear

Credit card No.

Expiry date — Sign

All prices include VAT. Specifications and prices are subject to change without notice, all trademarks are acknowledged. Prices are valid for month of publication only. E & OE. Delivery next day £5 2-3 days £2.50 Saturday £10. Deliveries are subject to stock availability.

NEWS

- Amiga gamers to get *MKII*!
- VideoPilot – back at a bargain price.
- Upgrade to OS 3.1 with £10 off.
- The Commodore saga continues.

MORTAL CHRIS

With Commodore's recent problems plus the continual invasion of Japanese consoles, many pundits have predicted a rather dismal Christmas for the Amiga. However, *AF* is happy to report that this year promises one of the most exciting yuletides Amiga gamers have ever had. There are over 50 top-notch titles winging their way shopwards over the next couple of months – including many A1200 and CD32-specific titles.

And the good news is that alongside the inevitable sequels to *Cannon Fodder, Lemmings, Sim City, Sensible Soccer* and *Dungeon Master* is the sequel all Amiga games have been pining for: *Mortal Kombat II*.

Probe Software took it upon themselves to write an Amiga version – which is a direct port of the acclaimed Mega Drive game – and Acclaim will take it from there.

"We took the decision to progress with the conversion of the game," explains Probe's MD, Fergus McGovern. "We've done this as an independent resource for Acclaim, who eventually will publish the title or licence it, as they did last year, to a third party publisher.

"We feel that the game is warranted on the Amiga, and we would very much like it to come out," he says. "Probe do very few Amiga titles, but when we do them we try and do the high profile games."

McGovern attests the decision to do the conversion to the reception of the original: "The game last year got such good press – I think most people thought the conversion was very good, and we wanted to do a conversion from the Mega Drive onto the Amiga this year."

Mortal Kombat II will be available for all 1Mb Amigas, will come on three disks, and will incorporate all the moves, fatalities and babalities that were originally included in the Mega Drive version. *Mortal Kombat II* also runs in a frame – ie, at 50 frames per second – which is basically as fast as the Amiga can go. And, Probe assure us, there's never any slow-down.

Next month...

PageSetter 2 fonts for a fiver



Amiga Format readers who enjoyed playing with *PageSetter 2* on issue *AF63*'s Coverdisk will want to get their hands on Compass Software's new collection of fonts designed specifically to work with our Coverdisk DTP program.

Jon Lemmon of Compass has pulled together a five-disk pack containing 100 quality CompuGraphic outline fonts. Better still, you can get your hands on the entire set for just £5. Although designed to work with *PageSetter 2*, Compass's fonts can also be used with *ProPage, Wordworth 2* and *PageSetter 3*.

Compass can be contacted on 0493 657734

DMA SPONSOR AF GALLERY

If you're a talented artist and want to get noticed then there's no better place than *AF*'s Gallery. And now our Gallery page is officially sponsored by DMA Design, the developers of hit Amiga games such as *Lemmings, Walker* and *Hired Guns*.

Dave Jones of DMA, was so impressed by the artwork in our Gallery that his company is now offering *AF* readers the chance to win a Tabby Graphics Tablet worth £55 every month! You may even be approached by DMA to produce artwork for one of their forthcoming games! Turn to page 170 for more information.

Son of Spong!

Good news for all you frustrated Spongers. The *AF Bulletin Board Spong2!* is now available for uploads, downloads and various other interactive type things, to replace *Spong!* which has sadly passed away.

If you have a modem and you want to keep up to date with news, send in your Workbench letters for prompt attention or upload your gallery efforts without fear of them getting lost in the post you need to *Spong!*

So get yourself a modem and call Metnet, the home of *Spong2!* Metnet is run by Jon Whitty, who has kindly allowed us to run *Spong2!* in conjunction with his own board. Get yourself connected up with a modem and call 0482 473871, and you'll never *Spong2!*™ alone.

AF spreads the Net

Hurrah for us! *AF* joins the Net, and if you have Internet access, you can send us mail at:

amformat@futurenet.co.uk

You can send us mail in the following categories: Workbench, for techie queries; Mailbag, for general letters; Queries, for other questions; Competitions, for competition entries.

You MUST include one of these titles as the subject for your message. In the case of competitions, you must use the title of the competition as the subject. If you don't, it will most likely get lost forever. If it doesn't get lost it will appear in the wrong place and upset the poor people who have to deal with all your messages – so expect a nasty reply.

Net veterans should note that, at the moment this is just a mail link. All the WWW and Mosaic stuff is still under construction, so you won't be able to do much except mail us here until further notice.





These pictures are from the Super NES version of *Mortal Kombat II*. If you want to see shots from the real, bona fide Amiga version, tune in to *Amiga Format*, next month!

TMAS!

NEXT MONTH

Just as we went to press with this issue, *Amiga Format* heard that in the next issue we will have the full exclusive on the Amiga version of *Mortal Kombat II*. The game is all but finished so next month we will have the full review, with all the special moves and everything you always wanted to know about this killer coin-op conversion described in gory detail.

Remember, next month *Amiga Format* will be the only place you can read all about *Mortal Kombat II* on the Amiga – not the Mega Drive or Super NES. Only *AF* will have screenshots from the Amiga version – and the authoritative review of what could be the biggest game of the year!

***AF66* – on sale November 17. Always first with the death moves!**

In your own time...

The decision on the fate of Commodore has dragged on long past the limits of human endurance, and still there is no definite decision from the liquidators.

The reason this time is thought to be that there are some late bids from Escom, a German company and CEI, an American distributor with close ties to Commodore. However, the management buy-out, which will re-form the company under the name Amiga International with the staff from Commodore UK, Commodore Canada and many of the US development team, is still believed to be the favourite.

The new company will be firmly dedicated to the future success of the Amiga. Although development of the AAA chipset, the successor to the AGA one currently found in the A1200 and A4000, has been shelved, this is in order to speed up the development of a RISC-based Amiga.

Such a computer would be able to support a multi-platform operating system such as *Windows NT*, which would increase its viability in an increasingly competitive market.



And just in case you can't remember what they look like, on the left is David Pleasance and on the right Colin Proudfoot.

The pressing worry is getting new machines into the shops before Christmas. David Pleasance has been pressing the liquidators to free up components and assembled machines so that the A1200 is sufficiently in evidence in the High Street during November.

Small numbers of machines are still managing to find their way on to the shelves from overseas, but not in the quantities demanded for a successful Christmas campaign.

The buy-out team have made the liquidators painfully aware that their bid is time critical. Next month, we hope to be able to give you the good news...



The *Jeff Walker* Column

This month I had a rush of blood and splashed out £400 on new hardware for my Amiga. It was fairly complex hardware insofar as the software that came with it was multi-featured and enabled you to configure the hardware to your exact requirements.

Now then. The trouble with requirements is that you never know what they are until you are expected to configure something to them. Furthermore, this particular hardware came with a lot of utility software that introduces users to many concepts that they would never have come across before. So a good manual is paramount, a manual which explains in simple terms, and in detail, exactly what is and isn't possible, with examples drawn from real life. All the utilities need explaining; not just quick descriptions of the menus and requesters, but proper discussions of the concepts behind the utilities with, again, follow-through examples drawn from real life.

Digging around in the box, the manual was proving difficult to find. But what's this? A thin A5 photocopied booklet on photocopier paper, untrimmed edges, flimsy cover. Can't be, can it? Quick glance. Yup, it's the manual all right. Hmm. There's a lot of software here and a fair amount of setting up to do. I'm going to be dipping into this manual for quite some time I would think. That plain paper cover is not going to last five minutes!

Ah well, I'll be careful. As long as everything is fully explained, I'll live with it. But after spending an hour reading the complete manual, I am more confused than ever. It's poorly translated from German, and I'm expected to understand terms and concepts that are specific to this type of hardware and software without having them explained to me. This cost me £400 and the developers have skimped on the documentation!

They've skimped in two ways. First they have obviously decided that a proper technical writer would cost too much; and there is nothing worse than documentation written by the people who designed the hardware or wrote the software, or by a mate who did it for pin money. Second, they have decided that it would be too costly to produce a properly-bound manual.

Now I happen to have a little experience in both these areas and I can assure you that even with a small print run a budget of £5 per manual would have easily paid for both an expert technical writer and proper printing and binding. And a manual that costs £5 to produce is a very good manual. If this hardware cost £405 instead of £400 would I have baulked? Certainly not. And I'm sure nobody else would have. So why have I got a crap manual?

It got me to thinking, so I rummaged around and made a few calls to see what other manuals were like. I was shocked to find that many manuals for Amiga software and hardware are similar – badly written, cheaply produced with no thought for quality. It appears to be especially a problem with manuals that come with hardware. In a few cases, for hardware that costs hundreds of pounds all that is provided is a photocopied sheet or two.

Now, I also bought a relatively cheap bit of software recently – it cost £30. It wasn't complex software so I wasn't expecting a fancy manual. But in this case the manual was thoughtfully written and designed – it didn't try to pack everything into as small a space as possible I mean, and plenty of screen grabs were used. It was also professionally produced — properly typeset text on decent paper with a full colour card cover.

So tell me. How come my cheap £30 package came with a good manual and my expensive £400 package came with a grotty man... thing?

I am sick and tired of being treated like this. Is it any wonder companies complain that users don't read manuals when they are served up like afterthoughts and are written by people who have no idea how to write for inexperienced users? Why is it that so many Amiga companies see the manual as an inconvenience and an ideal way to cut costs? Could it be because these companies are run by ruthless businessmen whose only concern is the bottom line? Or is it just that they are plain stupid?

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*



The *Tim Smith* Column

At the end of *Heart Of Darkness, The Making Of Apocalypse Now*, Francis Ford Coppola dreams of a small girl in Kansas with a video camera who makes the next great movie. His wish is that the new technology will fall into the hands of those people unsullied by the studios, jargon, politics and historical baggage that goes with an industry fast approaching complacent middle age.

Francis is a bit of a dreamer – or he was before he made *Dracula* and now *Frankenstein*, I guess he needed the money. The point he is making however is a valid one, and one which may be possible for the world of film but is getting less and less possible for that of computers. Where, I wondered after sitting through *Apocalypse Now* itself (as you have to once in a while) are the new hardware makers going to come from?

With the Amiga's future dangling in the balance, and the PowerPC looking to take the world by storm – mainly because the world is to be given bugger all choice in the matter – we are left with toys or monoliths.

Yes, the Sony PlayStation can fling polygons around the place, and sure 3DO and CD-i are attempting to move away from games and into (Arghhhhh!) Family Edutainment Centres (neither Philips nor 3DO have said this, I just did, but that kind of Brady Bunch chippery is what we're looking at). Sure we're going to be getting 64-bit speed and simply billions of colours darlings. But have you ever tried programming on a Mega Drive?

The Amiga really must survive, as must the Acorn Archimedes and the ST, if we're not going to breed a generation of people who can merely gawp at what they're given or can only program in *Visual C For Windows*.

If there's one thing that Steve Jones' seminal book *Language Of Genes* has shown, it's that diversity is the growth catalyst. Without a diverse pool to dip into we're going to be left with a bunch of 11-fingered, banjo-playing kooks who can only think in single processor terms.

We need to have people tinkering away in garages saying: 'Screw the margins, this is fascinating man! This is really enjoyable' and 'Woah! I've just invented something brand new!'. We need these people as much as we need those other millions of people toiling away at making the same architecture marginally different so that the sell line will look slightly better on the Discovery Channel.

This thought struck home recently when I went to buy a PC. Yes, I admit it, I own an Amiga, a Mac, a PC and an Atari Lynx – diversity... and nerdiness. Wandering around the superstores in North London, I saw hundreds of boxes. They all looked a little different – a fin here, a moulded corner there, a door to get to the On button, some LEDs. Asking what the difference between them was I was told: 'Multimedia blah, blah' or 'EISA blah blah' or 'Networking capability'.

When asked what software they shipped with I was told '*Windows* and *DOS* but a radical new *Windows* is around the corner. It can multitask'. Now, you don't have to be a genius to work out that this kind of fibbing homogeneity will inevitably lead us nowhere other than in a very tedious straight line to a dead-end very soon.

I mean pardon me if I'm wrong, but I thought that the one thing we were supposed to get from the white heat of technology and the last 15 years of market economics was choice. I think not. I think that if you went into any of the big computer makers and said: 'I've invented a machine that has independent custom processors, a multitasking operating system and it'll cost less than £500', you'd be politely asked to leave... probably to the sound of an 11-fingered banjo symphony.

Where is that little girl in Kansas? I hope she's on a computing course and I hope she's fiddling with an A500.

Tim Smith is Technology Editor of *Computer Trade Weekly*. Contact him at tsmithb@cix.compulink.co.uk and timbo@gashead.demon.co.uk.

THE OPINIONS EXPRESSED HERE ARE NOT NECESSARILY THOSE OF *AMIGA FORMAT*

VideoPilot back

The VideoPilot V330 edit controller which earned an *Amiga Format* Gold rating of 92 per cent in Issue 51 is back on the market and it's almost £450 cheaper than its original price.

The news will delight Amiga desktop video enthusiasts because VideoPilot is one of the best editing suites we've seen at *AF* and it aroused huge interest when German company V3i released it a year ago. But the initial excitement was quelled when V3i ceased trading shortly after the VideoPilot's launch and UK stocks quickly dried up.

Now French company Universal Electronics have picked up the VideoPilot and it is available through UK distributors Ambervane (0792 476076) for £850 – the original price was £1,299.

VideoPilot has the ability to control up to three source machines – including vision mixers such as the Videonics MX1, Panasonic WJ-AVE5 and WJ-AVE7 – and one recorder. Apart from being able to lay Linear Time Code (LTC) on to the linear soundtrack of a master video tape, LTC can also be burned on to working copies of a master tape using a genlock. The rushes can then be used by third parties to select the in and out points of edits.

A Vertical Interval Time Code (VITC) test system is now built in to VideoPilot



CITIZEN FREEBEE

If you buy yourself a Citizen ABC printer before November 30, Citizen will throw in a free Life By ADEC watch worth £35.99 (pictured right). "What customers want is added value. An ABC Colour printer is great value but we want to give our customers that bit extra in the pre-Christmas selling period," enthused Citizen's Andrew Clark.



on course

The excellent VideoPilot editing suite is back on the market. It's available from Ambervane and has taken a huge price cut of almost £450.



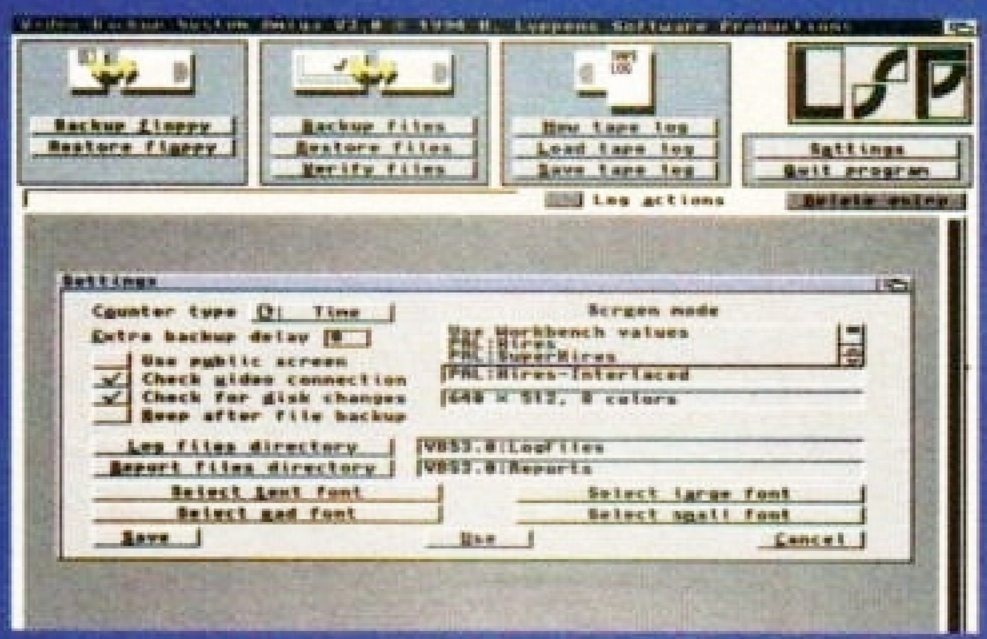
which checks to see if a tape is suitable to be used with the previously notoriously unreliable VITC.

Ambervane are currently taking VideoPilot on an Autumn roadshow, demonstrating a complete VideoPilot post production system. Discussion groups and forums will explain the full benefits of such a set-up. The dates and locations of the shows are: Glasgow: October 24; Bristol: November 7; Cardiff: November 14; Manchester: November 24.

For more details about the roadshow and information on the VideoPilot contact Ambervane on: Tel: 0792 476076.

● At the top end of the video market, Digital Micronics Inc have released the first non-linear editing system for the Amiga. The Digital BroadCaster 32 is a Zorro 3 plug-in card for the A4000/40 and 4000 Tower. The full system, including hard drives, SCSI ll interface and Sunrize 16-bit stereo card for simultaneous CD-quality, costs £9,500. DBC 32 can also serve as a single-frame animation recorder or carry out time-lapse recording. Contact White Knight Technology on 0992 714539.

HARD DISKS ON VIDEO



Power Computing's new Video Backup System 3.0 could be the answer to your back-up blues.

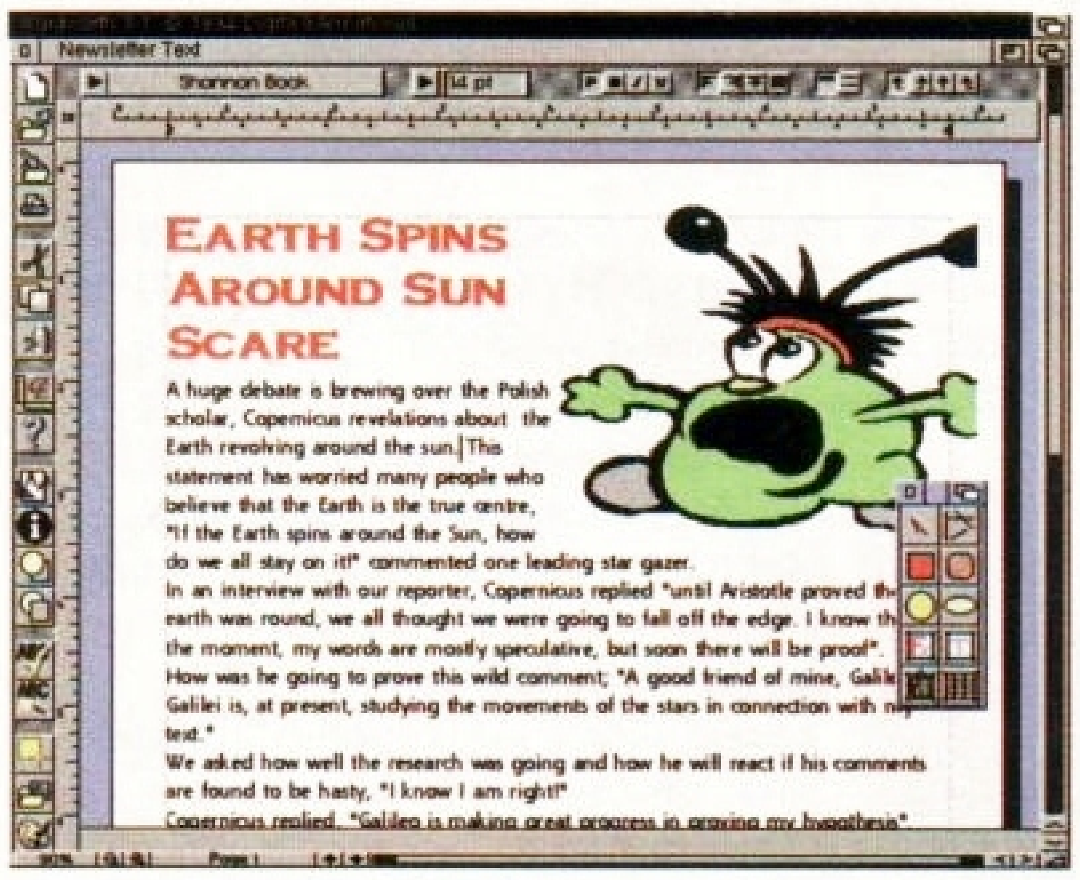
Power Computing are distributing the new *Video Backup System 3.0*. Developed by Lyppens Software Productions in the Netherlands, VBS 3.0 provides everything you need to back up your hard disk to any domestic video recorder.

Hugo Lyppens, the designer of *VBS 3.0*, has completely recoded the program so it now fully complies with the look and feel of Workbench 2.0. Version 3.0 of the control software offers new back-up modes optimised for Amigas equipped with a 68020 or higher processor which doubles the speed at which *VBS* backs up data.

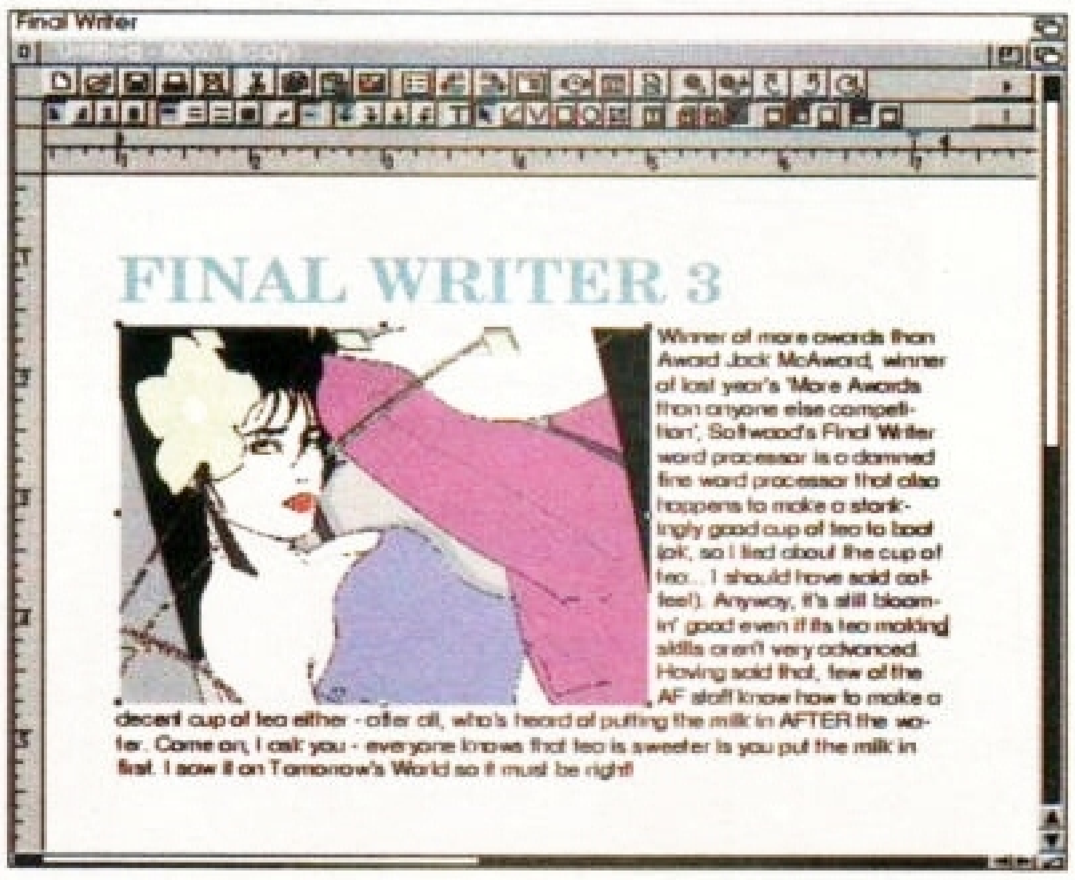
VBS can back up 85Mb of data in one hour, allowing a standard E180 three-hour video tape to hold 255Mb of data. The new version 3.0 software now adds data compression which increases the amount of data that VBS can handle to a massive130Mb per hour.

A new feature is the *VBS* Batch Backup mode which enables you to define a list of back-ups. You can now specify a list of partitions which are backed up one after another. *VBS 3.0* costs £59.95 and is available from Power Computing on 0234 273000. Watch out for a full review next month.

Word Processors hot up



Process your words without having to work around the bugs with the new improved *Wordworth 3.1*.



And to counter the challenge of the new version of *Wordworth*, Softwood have released *Final Writer 3.0*.

Claimed to be 'the program that *Wordworth 3.0* should have been all along', Digita (0395 270273) have unleashed a major upgrade to the *Wordworth* word processing program. Version 3.1 (which will be reviewed in next month's issue of *AF*) promises to be faster, friendlier and more powerful.

Possibly the most important feature of *Wordworth 3.1*, however, is the fact that Digita have now tracked down and killed all known bugs so *Wordworth 3.1* should now be far more stable than its rather prematurely-released predecessor.

New features include enhanced tools – *Wordworth 3.1*'s Search And Replace function, for example, is now 40 times faster than the previous release. Other additions are Landscape Printing, Drag And Drop Editing and improved Postscript support.

Hot on the heels of *Wordworth 3.1* is a new version of its arch rival, Softwood's highly-rated *Final Writer*. Although details are sketchy, version 3.0 of *Final Writer* is believed to be more of an update than a new release in its own right.

For more information on *Final Writer 3.0*, contact Gordon Harwood on 0773 836 781. Rest assured that we'll be pitting both programs together in a WP battle in next month's issue.

NEWS *brief*

PROTEXT PRICES DOWN 50%

Arnor have halved the price of their *Protext 6.5* word processor reviewed in Issue 64 of *Amiga Format* (78%). Arnor have slashed the price from £149.95, to just £74.95. For more information, contact Arnor on 01733 68909.

ROCK SOLID VIDEO

German video specialists Electronic Design have launched a new video enhancer aimed at Amiga users. Their new TBC Enhancer can be used as a Time Base Corrector capable of stabilising any video signal. Electronic Design claim that the TBC Enhancer can significantly reduce colour flicker and shifting as well as removing the wave-like distortions produced by weak video signals. Contact Electronic Design on 010 49 89 354 5303.

WIZARD DRIVE

If one floppy drive just isn't enough then get on the phone with credit card in hand and order yourself Wizard's new Saturn floppy drive. Retailing for just £49.95, the Saturn drive is based around a quality Sony mechanism and comes complete with anti-click and switchable anti-virus hardware as standard. Give Wizard a bell on 0322 272908.

SCANNER AID

If your scans are suffering from incurable wonkiness then you'll want to get your hands on Golden Image's new two-in-one Scanner Pad And Mouse Mat. Retailing for just £9.95, the pad is designed to help hand scanner owners scan more accurately. What's more, the pad's built-in T ruler provides a handy guide for measuring scans. Golden Image can be contacted on 0181 900 9291.

WATCH YOUR LANGUAGE

MagicKnight Software have unveiled details of their new Secal programming language, an *Assembly/C* replacement programming environment aimed at advanced programmers. Bundled with a wide range of useful utilities including map, object and intuition editors, Secal provides direct access to *Assembly* language resources through a high-level instruction set. Programmers can obtain direct memory access by calling MagicKnight on 081-478 0097.

MORE VALHALLA FROM VULCAN

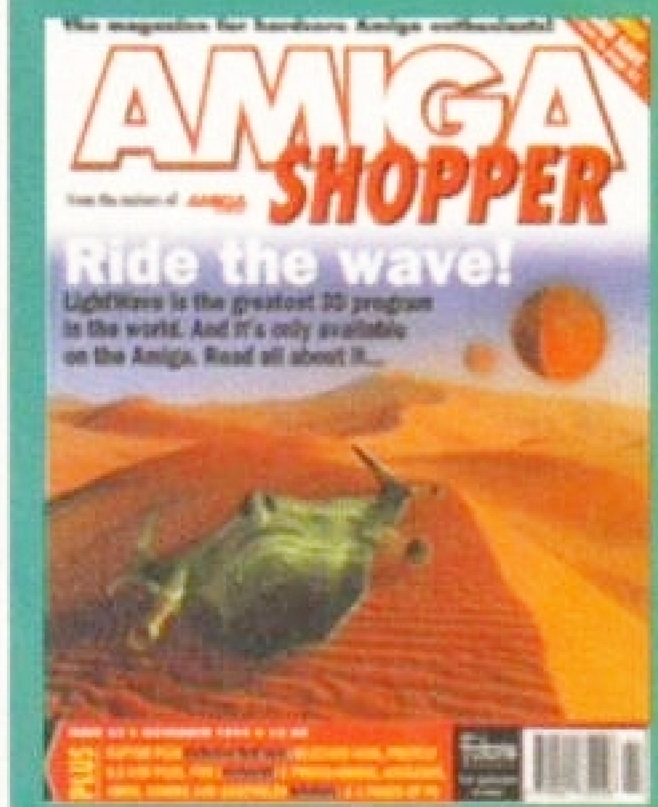
Vulcan Software are releasing a budget version of their popular *Valhalla* speech adventure. *Valhalla Before The War* will cost £14.99 and is intended to bridge the gap between *Valhalla Lords Of Infinity* and another full-scale release scheduled for Easter 95. Vulcan are also planning a new 168-level strategy game called *TIMEslip* for release next year. Call them on 0705 670269.

Power and Shopper 'worth buying' claim



November 1994 will be remembered as a vintage month by *Amiga Power* readers of the 21st Century. As they sit in their cellars, browsing through their back issues, they'll look back fondly at the review of *Pinball Illusions* – the greatest pinball game on the Amiga – and remember the fun they had with the exclusive Coverdisk demo of it. They'll gaze lingeringly at the reviews of *Guardian, Overlord, UFO*, and revel in the feature about why *Amiga Power* marks games as strictly as it does. And they'll marvel at how the whole lot, with two Coverdisks, cost just £3.95 – less than half the price of a bag of crisps.

Jonathan Davies – editor *Amiga Power*



In this month's excellent issue we have a vast amount of staggeringly wonderful things, including our in-depth review of *Lightwave 3D* standalone. We've taken this program apart to find out what makes it tick. Is it really the single biggest step forward for mankind since the steam-powered trouser press?

Plus we review lots of other nice things, including the Blizzard 4030 A4000 accelerator, plus *Protext 6.5*. We also have a vast number of staggeringly good tutorials, including the latest instalments of our rapturously received tutorials on *Assembly* language programming and *AMOS*. What more could a serious Amiga user want?

Richard Baguley – editor *Amiga Shopper*

CD GAMES FOR A4000



The forthcoming CD[32] version of *Mega Race* comes a step closer to your A4000 thanks to the Blittersoft emulator.

Gotta 4000 with a CD-ROM drive? Wanna play the latest CD[32] games? Then get yourself a copy of Blittersoft's new CD[32] Emulator and you'll be tackling the likes of *Microcosm* and *Mega Race* in no time!

The £39.95 package, which is available from Blittersoft on 0908 220196, is designed to allow any AGA Amiga (including the A1200) equipped with a SCSI CD-ROM drive and at least 1Mb of Fast RAM to run the wide range of games software available for the CD[32]. Offering full emulation of the CD[32]'s Chunky to Planar Akiko chip, Blittersoft claim that the new emulator provides a very high level of compatibility with CD[32] games. "We tested games such as *Microcosm* and *James Pond* and all worked without problems," claimed Blittersoft's Paul Lesurf.

WORKBENCH 3.1 SPECIAL OFFER

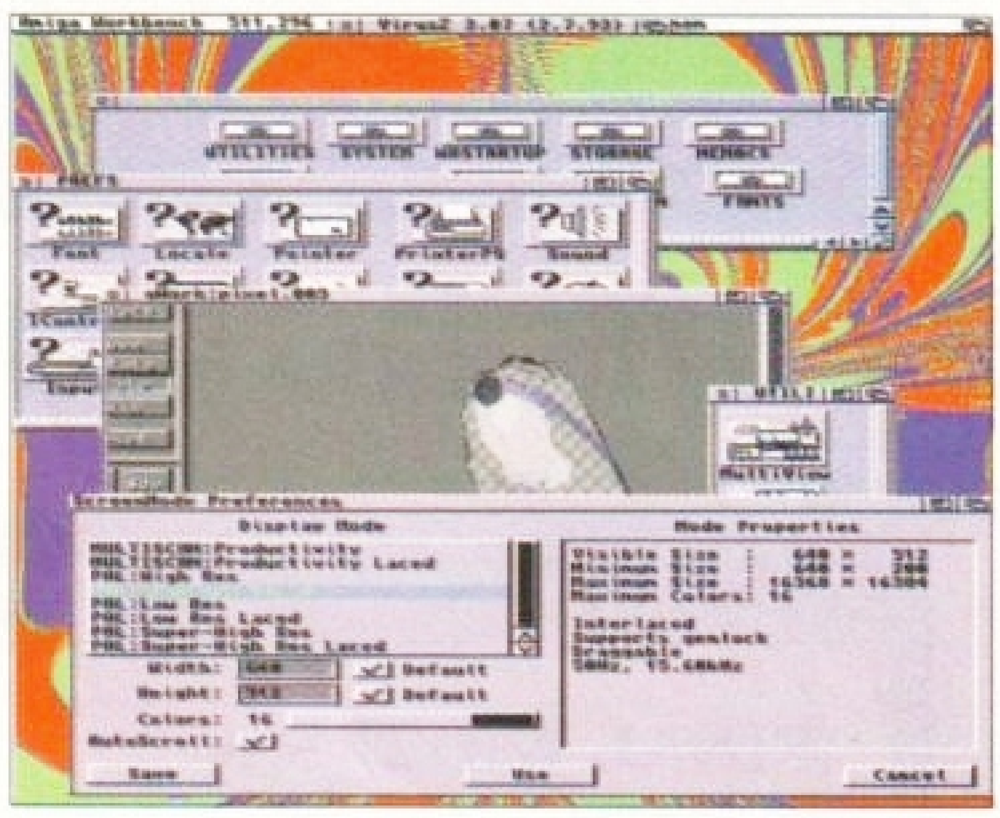
At *Amiga Format* we're often guilty of suggesting, quite firmly at times, that Amiga owners should upgrade their Operating System. Well, now we're putting our money where our mouth is, so to speak.

Amiga Format, in conjunction with Blittersoft, are offering readers the chance to upgrade to OS 3.1 at £10 off the usual price.

Each package contains the new Kickstart ROM, six disks, plus three hefty manuals explaining all the finer points of Workbench, *AmigaDOS* and *ARexx*.

But just why should you upgrade? For starters, it will make your machine fully compatible with new software: most programs are now coded with Kickstart 3.1 in mind, and simply won't run on machines with an earlier version of the operating system.

OS 3.1 also offers CD-ROM support, and although you still cannot boot from CD-ROM (shame on you, Commodore), you are now able to read data from any ISO9660 standard CD-ROM. And although unmentioned in any of the manuals, Operating System 3.1 provides Akiko emulation (primarily of use to any A4000 owners who want to run CD[32] games).



Support for datatypes and 24-bit graphics cards are only a small taster of what Workbench 3.1 has to offer.

The new 3.1 Operating System also provides a host of advanced new features including:

Localisation – Provides you with foreign language support for any compatible applications.

Improved Preferences – Enhanced preferences editors, including an advanced palette requester.

PostScript Printing – OS 3.1 now supports direct PostScript printing.

Built-in *CrossDOS* – Allows any Amiga to read and write to 720K MS-DOS disks (or 1.44Mb MS-DOS disks with a high-density drive).

Datatypes – A common system for extending the file-handling capabilities of utilities, simply by adding the necessary files.

Multiview – Used to display any sound, graphic or animation file currently supported by Datatypes.

AmigaGuide – This provides Hypertext-based on-line help by means of a common system.

OS3.1 PRICE GUIDE

OS 3.1 VERSIONS	USUAL PRICE	PROMOTIONAL PRICE
A500 & A500+	£84.95 + £5.00 P&P	£74.95 + £5.00 P&P
A1500 & A2000	£84.95 + £5.00 P&P	£74.95 + £5.00 P&P
A3000 & A3000T	£94.95 + £5.00 P&P	£84.95 + £5.00 P&P
A4000 & A4000T	£94.95 + £5.00 P&P	£84.95 + £5.00 P&P

AMIGA FORMAT READER OFFER FORM

Amiga Format and Blittersoft present: £10 off OS 3.1 upgrade

Name ....

Address ....

....

.... Post Code ....

Signature ....

Method of payment (please circle) Access Visa Cheque PO

Please make cheques payable to: **Blittersoft**

Credit Card no

Expiry Date ....

Tick version required:

☐ A500 or A500+ .... £79.95 (inc P&P)

☐ A1500 or A2000 .... £79.95 (inc P&P)

☐ A3000 or A3000T .... £89.95 (inc P&P)

☐ A4000 or A4000T .... £89.95 (inc P&P)

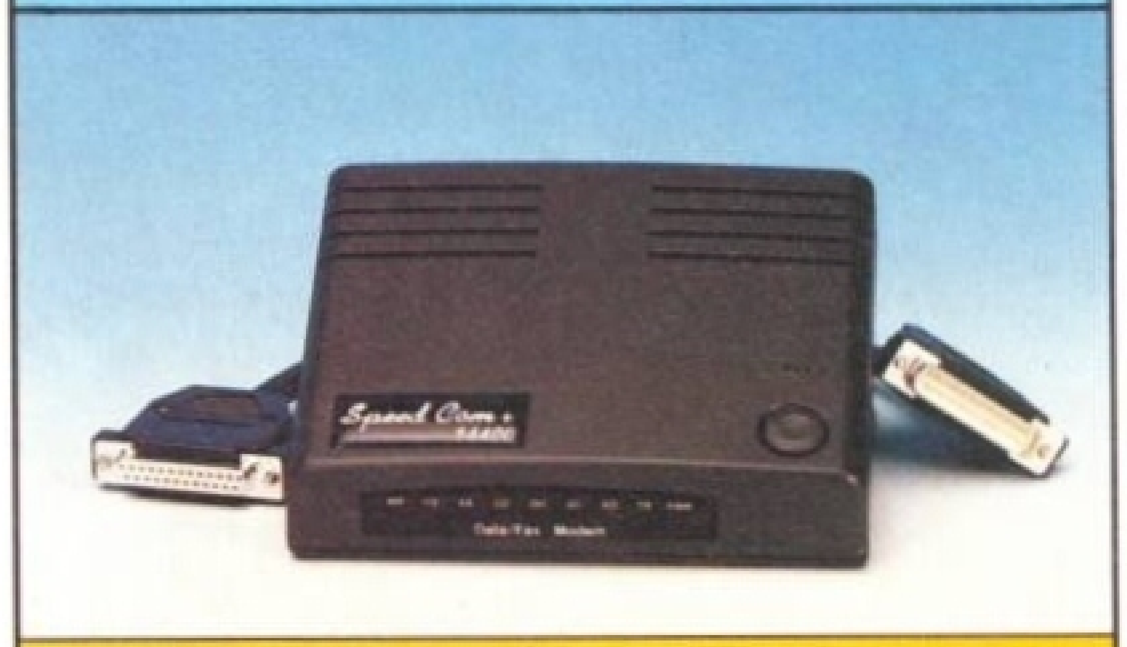
SEND THIS FORM TO: **Blittersoft,
40 Colley Hill, Bradwell,
Milton Keynes, Bucks MK13 9DB**

DO NOT SEND CASH, USE METHOD OF PAYMENTS LISTED ON THIS COUPON

MODEMS

Top quality feature packed fax-modems at amazing prices! All modems include a cable to connect the modem to the Amiga, NCOMM3 software, beginners guide to Comms disc and an 80 page manual. All modems include MNP 2 - 4 error correction, MNP 5 data compression and are FAX Class 1 & 2 Group 3 compatible.
Please telephone for a full specification sheet.

Speedcom+B 14400 modem £134.99
Speedcom+Et 19200 modem £174.99
Speedcom+Bf 28800 modem £224.99
GP FAX software £39.99



SUPER LOW PRICES

X-BACKUP PRO

The most powerful disc back up system for the Amiga. Includes the unique Autoswitch Cyclone Cartridge (requires an external discdrive) that will enable you to back up virtually any floppy disc onto another floppy disc. Will also back up hard drives and includes a full file management system and dozens of excellent disc tools.

FULL MONEY BACK GUARANTEE:- If at the time of purchase you can find a more powerful disc back up utility, we will refund your money!



£39.99 (plus £1.00 for postage and packing)

siren

No.1 for mail order

SALES HOT-LINE
FREEPHONE
0500 340548
ENQUIRIES: **061 796 5279**
FAX: **061 796 3208**

Excite your Amiga

FREE VIDEO & STAKKER with every drive

HARD DRIVES

Our high speed 2.5' hard drives for the Amiga A600 & A1200 computers come complete with fitting cable, screws, partitioning software and full instructions and 12 months guarantee. They come already partitioned with Workbench installed for immediate use. We offer free fitting for personal callers.

30mb	£109.99	170mb	£224.99
60mb	£129.99	258mb	£264.99
80mb	£149.99	344mb	£299.99
120mb	£189.99	540mb	£449.99



FREE

' HOW TO FIT YOUR HARD DRIVE' video and Stakker disc to increase the drives capacity with every drive,

Amiga A1200
only **£275**
if purchased with a hard drive.
Price includes fitting.
A500/A1500 hard drives also available.
Interface is only **£99.99.**



No.1 for Amiga in Manchester

Order **NOW** for immediate despatch.
FREEPHONE
0500 340548
(for credit card sales only)
061 796 5279 for enquiries
or fax **061 796 3208**

Open **9am to 6pm Monday** to **Friday. Thursdays** until **8pm, Saturday** mornings **9am to 12pm.**

4mb only £169.99

MEMORY EXPANSION

A1200 4mb Memory accelerator with battery backed clock. Simple trap door fitting. Almost doubles the speed of the A1200. Zero wait state 32 bit wide Fastram. **£169.99.**
Expandable Memory accelerator with clock and FPU socket. This memory accelerator can be expanded from 2mb to 8mb and also have a Floating Point Unit fitted.

2mb £129.99.	20mhz FPU £39.99.
4mb £189.99.	40mhz FPU £79.99.
8mb £329.99.	50mhz FPU £119.99.



CLOCK CARTRIDGE

The clock cartridge will enable your Amiga to continually store the correct time and date in its own battery backed memory. Simply plugs onto the back of the Amiga and does NOT invalidate the warranty.



NEW! ONLY £19.99

ALSO AVAILABLE

A1200 CD ROM Drive **£194.99**
Viper 68030 Turbo Accelerator **£169.99**
A1200 3.5 hard drive fitting kit **£17.50**
A1200 Computer (Race & Chase pack)**£289.99**

SOUNDBLASTER

The SOUNDBLASTER is a superb stereo amplifier that comes complete with 50 WATT high quality 3 way speakers,power supply and free stereo headphones. The SOUNDBLASTER adds a new dimension to games playing with its stunning stereo sound.

50 watt speakers



NEW LOW PRICE £34.99
(plus £5.00 for postage and packing)

DELUXE FLOPPY DISC DRIVE

Top quality, silent, 'Cyclone Compatible' 3.5'drive. Features long reach cable, on/off switch and thru connector.**£54.99** Internal replacement drives A500/A500+ **£44.99** A600/A1200 **£44.99.** 3.5' discs Supervalue bulk packed or branded discs 3.5' DSDD discs.

QTY	Bulk	Branded
10	£4.25	£5.25
25	£10.99	£11.99
50	£19.99	£21.99
100	£36.99	£41.99
200	£68.99	£78.99
500	£167.99	£189.99



MONITORS

Excellent quality monitors for a superior picture quality with reduced eye strain.
Sharp 14' TV/Monitor
£174.99
Philips 8833 mk II monitor
£249.99
Microvitec 1438 monitor
£288.99



PRINTERS

These superb CITIZEN printers have a two year guarantee and come complete with a printer cable, paper and printer drive (if available).

ABC mono
£139.99
ABC colour
£154.99
Tractor feed unit for ABC printer
£27.99
Swift 200 colour
£180.99
Swift 240 colour
£217.99
Projet 11
£213.99



Access, Visa & Switch accepted.
Send cheques (made payable to Siren Software), Postal Orders or credit card details to :-

Siren Software,
178 Bury New Road,
Whitefield,Manchester,
M45 6AF England

Personal callers welcome. Please phone first to check availability of any item.

Directions

From M62 junction 17, head towards Bury. We are 50 yards on the right after the third set of traffic lights.

All prices include VAT. postage and packing will be charged at £3.50 per order (U.K.), £7.50 Europe and £12.50 rest of the World.


DRAGONSTONE
Cut a path through Agon's demonic hordes and explore vast, forgotten lands as you play the hero in this fantasy role-playing adventure, set in a top-down, multi-directional perspective across seven extensive levels.
A mystery with a twist in the dragon's tail..
Available on: Amiga (compatible with 500, 600 and 1200), Amiga CD32, PC and PC CD ROM
CORE DESIGN LIMITED
Dragonstone © Core Design Limited. All Rights Reserved.
55 Ashbourne Road Derby DE22 3FS Telephone (0332) 297797 Facsimile (0332) 381511

How the cover

Ever wondered how we put together the covers for the world's biggest Amiga mag? Now's your chance to find out with Nick Veitch and Craig Collins.

The model of the ship was fairly simple to construct. It is essentially a block of text that has been bevelled and extruded. The tricky part was individually mapping the front, bevel and sides of the object, but the result is worth it.

This lensflare is to represent the beam being fired from the ship and more or less matches the one on the receiving end.



This lensflare is to represent the blast from the laser, fired from the pixel ship. The laser beam itself is a bit subdued, but it gets lost behind the disks anyway.

By using different surface attributes for the rear part of the tail, it appears as though the dinosaur is being turned into a wireframe object. Changing surface attributes is very easy using *Pixel 3D* or *Lightwave*.

By using the depth of field options in the rendering software, a realistic blurred foreground effect can be easily achieved.

was created

The clouds are part of the excellent object collection from the 24Bit Club, reviewed on page 100 of this issue.

The spaceship helps to show the scale of the big ship. Little touches like this might seem superfluous, but are important in conveying an impression of size.

Objects are not made purely by creating polygons. More often than not the surface characteristics are more important. For this dinosaur's skin, IFF maps have been used to convey a reptile appearance with a combination of map types.

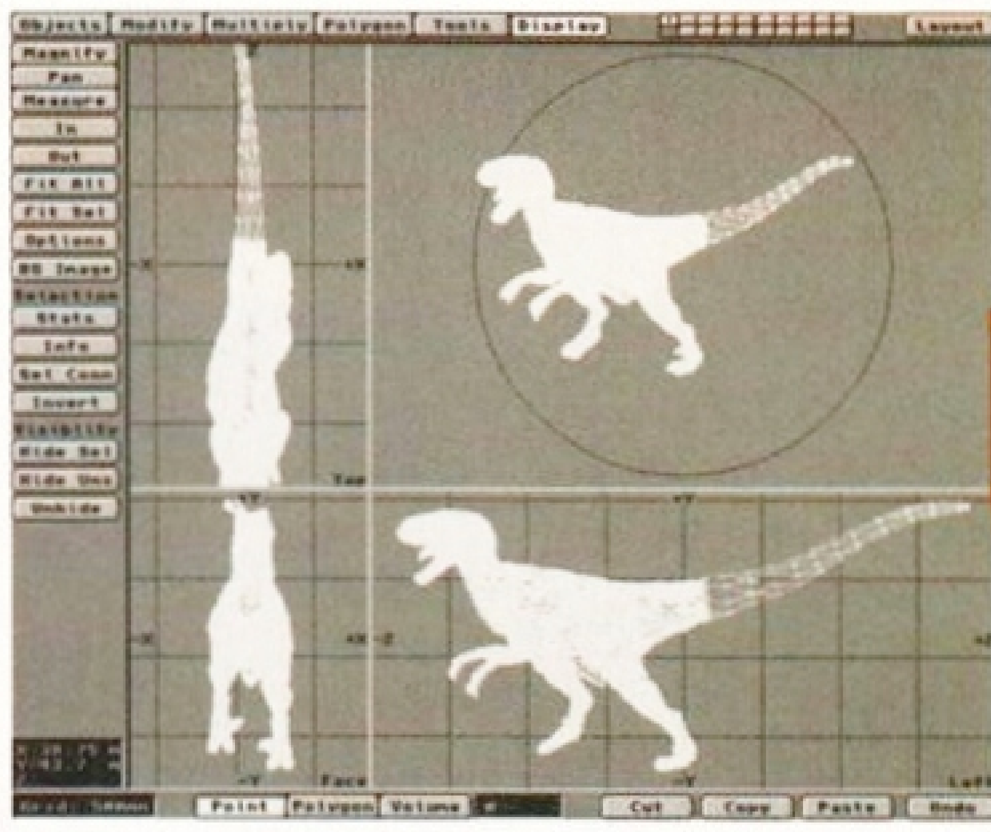
Lensflare is a very wonderful thing. *Lightwave* enables you to manipulate lights for virtually every occasion, like this jet blast here. Notice how a small part of the glow obscures the object – a small but neat effect.

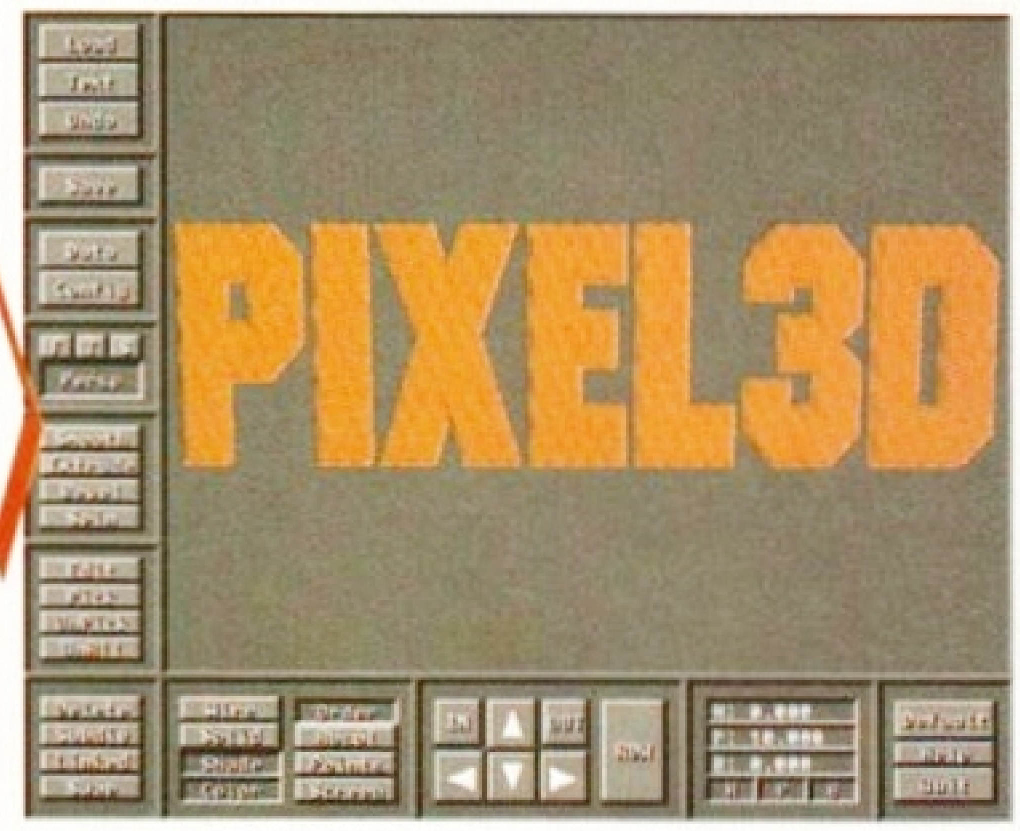
To save memory, this is actually the same model of the raptor, cloned, sized, rotated and with different surface attributes. A light source has been placed inside it to look like the creature has been zapped.

The ground object has not been smoothed, to give a slightly jagged, rocky look. A 256-colour map provides the rocky texture.

So, you want to know how we go about creating a cover then. Well, the process actually starts with an idea of what we want to say on the cover. This is a bit harder than it sounds, because everybody has really terrible ideas except for me. Funnily enough everybody else says the same. Eventually we have an idea, and it's up to Sue and Frank to sort it out. This isn't quite such a chore when we use an illustration on the cover, because they just call up some other poor sap and get him to do the work. This month, Craig Collins was suckered into doing it, and below you can find out exactly how he accomplished this task…

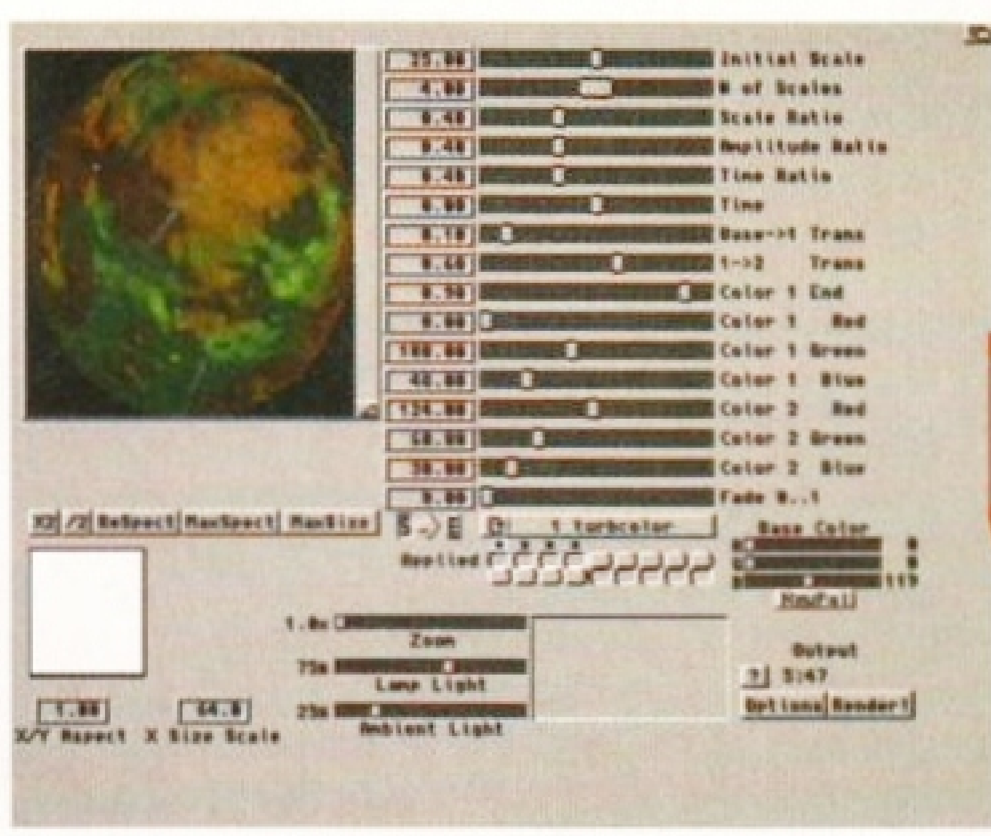
12 STEPS TO A COVER, BY CRAIG COLLINS





1 The two main models to be built for the cover were a raptor dinosaur and the Pixel 3D ship. I had finished the raptor model just before I received the *Amiga Format* commission for this cover image. The model was built mainly from spline patches which are ideal for organic modelling. This was surface mapped with some IFFs to create the skin effect and then I added bones in *Lightwave* to make it easy to pose and reposition the figure if necessary (bones are very useful for stills as well as animations).

2 The Pixel 3D ship was made from a chunky, readable font. The extruded sides and parts of the front faces were slightly modified to make it look more like a spaceship. A small docking bay was created in the letter X to further the spaceship idea. The bevel, face and side polygons were individually surface mapped to make the face polygons stand out.





3 A diffusion map for the raptor was created using Forge and a few textures. Forge is a texture generation system from the same people who did the Essence textures for *Imagine*, so the results are pretty good. The textures are rendered as flat IFFs, which can then be mapped on to objects in whatever rendering system you have. These textures were rendered greyscale at 512x512 resolution.

4 I used a spray can in *DPaint 4* to add rough markings and a slight dirt look. This should be done in 256 greyscale for a smoother graduation between shades but because I'm 24-bit boardless I made do with 16 colours. A paint package is essential for creating decent models, because you need to use something for manipulating the IFFs that you then map on as surface characteristics.

Continued overleaf ➡

SOFTWARE:

If you want to make a cover for *Amiga Format*, you need some top-rated software. This is just a small selection of the rendering and associated software used by *Amiga Format*. You should also check out the round-up on page117, which deals with image processing in more depth.

IMAGINE 3.0

If you are ray-tracing on a budget there is nothing to touch this software. It is an upgrade to the greatest giveaway of all time – the *AF53 Imagine 2* Coverdisk. It has many of the same features as *Lightwave*, and some people actually prefer it. Check out Meridian's special offer on 081-543 3500.



The excellent *Imagine 3.0* shares many of the ray-tracing features of *Lightwave*.

LIGHTWAVE 3.5

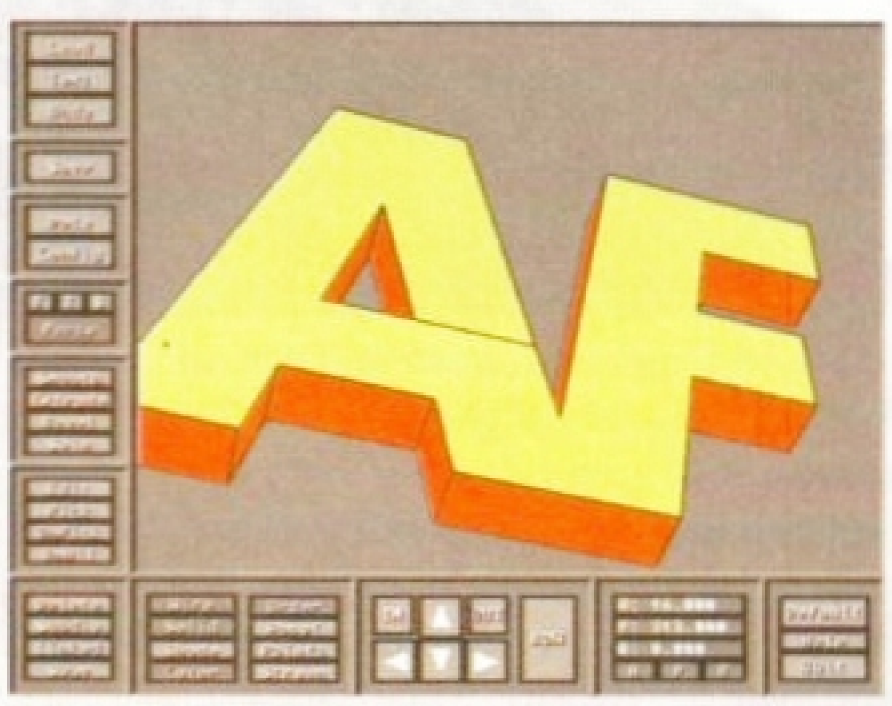
The ultimate in ultimate software. There is nothing anywhere that compares to the power and ease of use of this software. If you can afford it, get it, but beware of the system requirements (you need at least 6Mb, and an '030 processor is highly recommended). *Lightwave* is available from Premier Vision on 071-721 7050 for £449.

IMAGINE 2.0

Our *AF53* Coverdisk is no longer available, but if you do happen upon a copy at a show or in some junk shop, it is well worth considering. Although render speeds are slow compared to *Imagine 3.0* and *Lightwave*, it doesn't require huge amounts of RAM (you can run it reasonably in 2Mb of RAM, or 1Mb if you are really desperate).

PIXEL 3D PRO

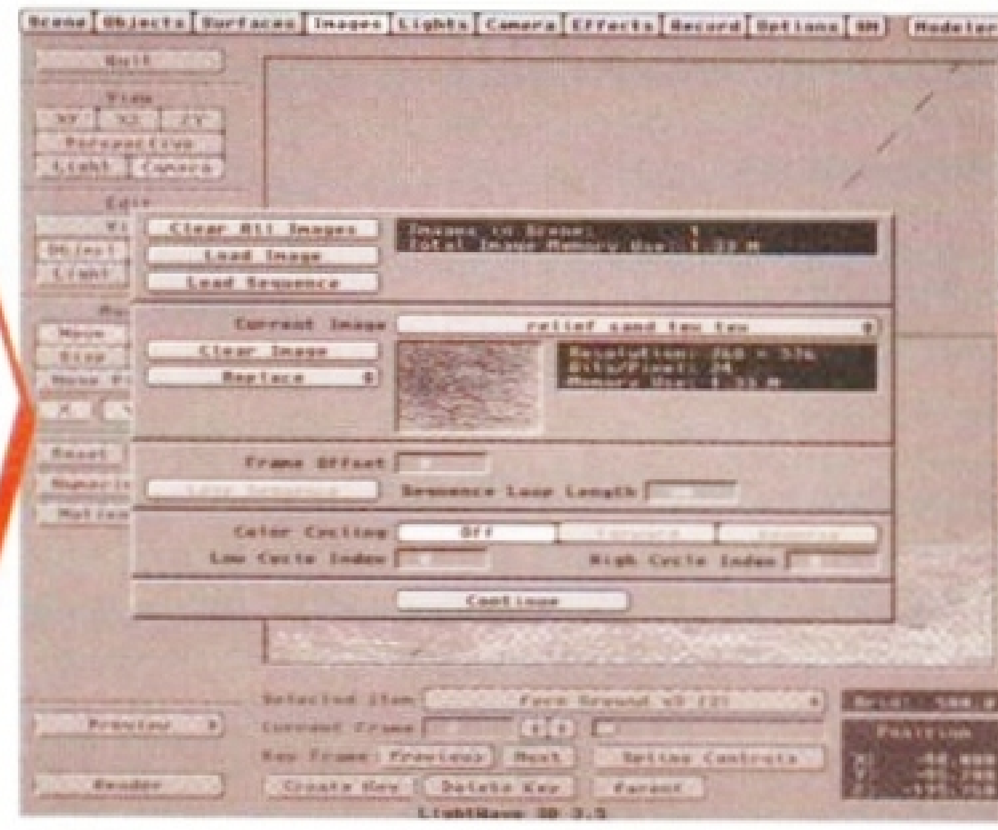
Look no further than this Coverdisk for an excellent object manipulation and conversion utility. Some of the advanced editing functions in this software are not available in any other modelling system.



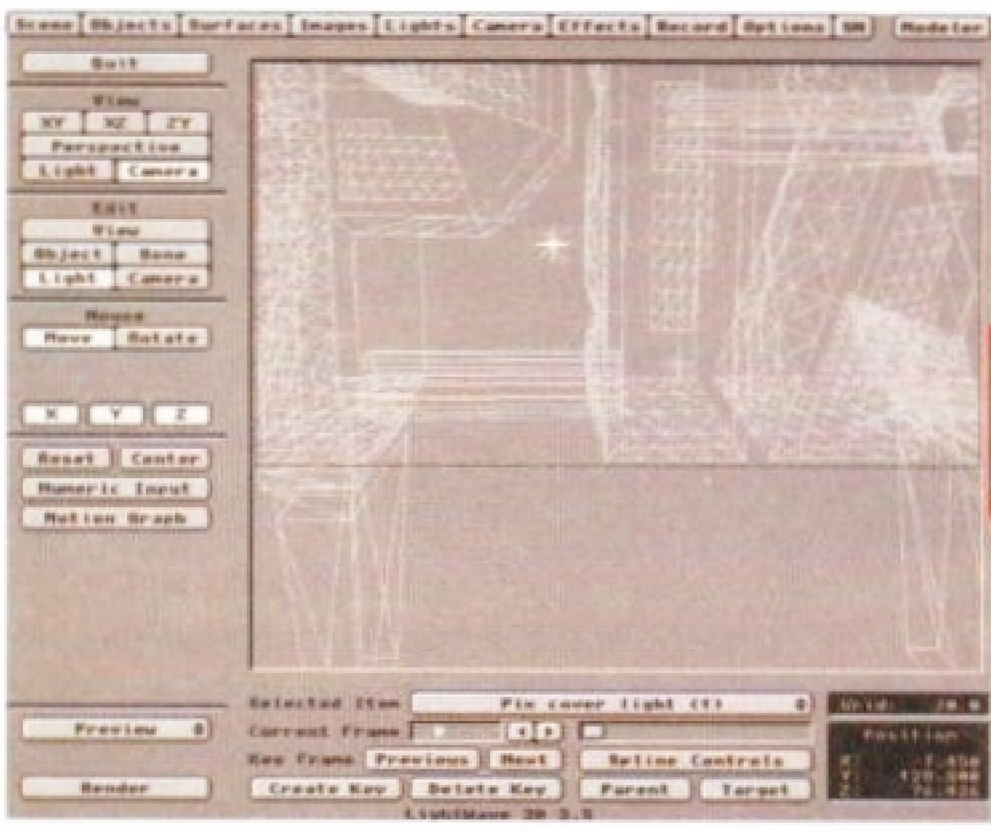
The *Pixel 3D Pro* Coverdisk has many unique advanced editing functions.



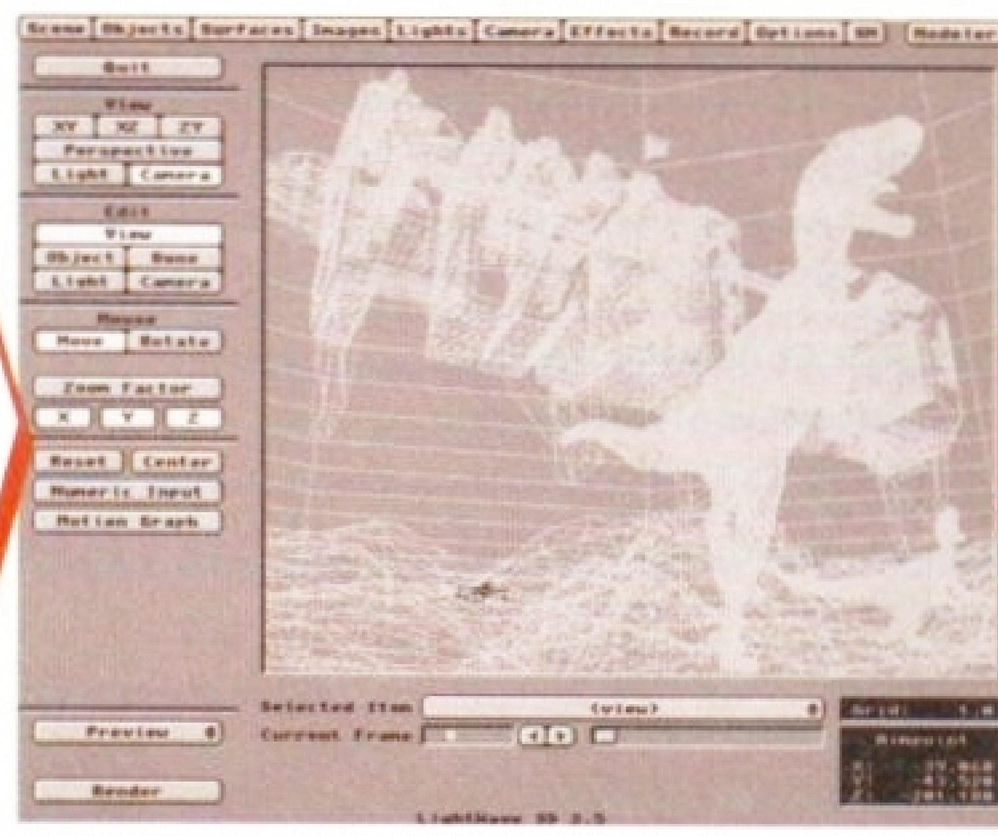
5 The raptor, Pixel 3D ship and the camera were positioned in the Layout editor. A small star-filtered lightsource was placed at the tip of the tail. The tail surface was made into an outline to give the illusion the dinosaur is being converted by a blast from the Pixel 3D ship. A smooth orange gradient was created in the effects menu to act as a temporary backdrop (the real picture uses an imported IFF as a backdrop).



6 For the foreground a heavily subdivided rectangular plane was extruded into shape with the Magnet tool in *Lightwave*. The same was done for the rocky outcrops in the background. A high resolution 24-bit texture map was used as a surface map. I left smoothing off because I wanted the rocks to be sharp and uneven.



9 After the modelling, mapping and placing of the objects in the scene I then concentrated on lighting my world. A dozen point lightsources were spread around the ship, two for the X docking bay, a large flare for the laser blast and two more for the engine flares. The Pixel ship and raptor were also lit with the usual Key, Fill and Backlights. A shadowlamp was assigned to the backlights to cast the shadow from the sun.



10 Further objects were added to the scene, like the laser beam, and slight adjustments made to the present models until I was satisfied. Most attention was made to the top, bottom and right of the scene because the *Amiga Format* Coverdisks hide the lower left side of the picture. Maps were altered slightly following test renders.

CRAIG COLLINS

If you're particularly interested in 3D graphics, or if you read our very fine sister publication *Amiga Shopper*, you have probably seen some of Craig's work before. Apart from the powerful *Imagine* animations he created (notably *The Last Stand On Hoth* and the CD^{32} *Mean Machines* sequence) and his recent cover artwork for *Amiga Shopper*, he has also produced an excellent video of his work, which is reviewed on page 128 of this issue.

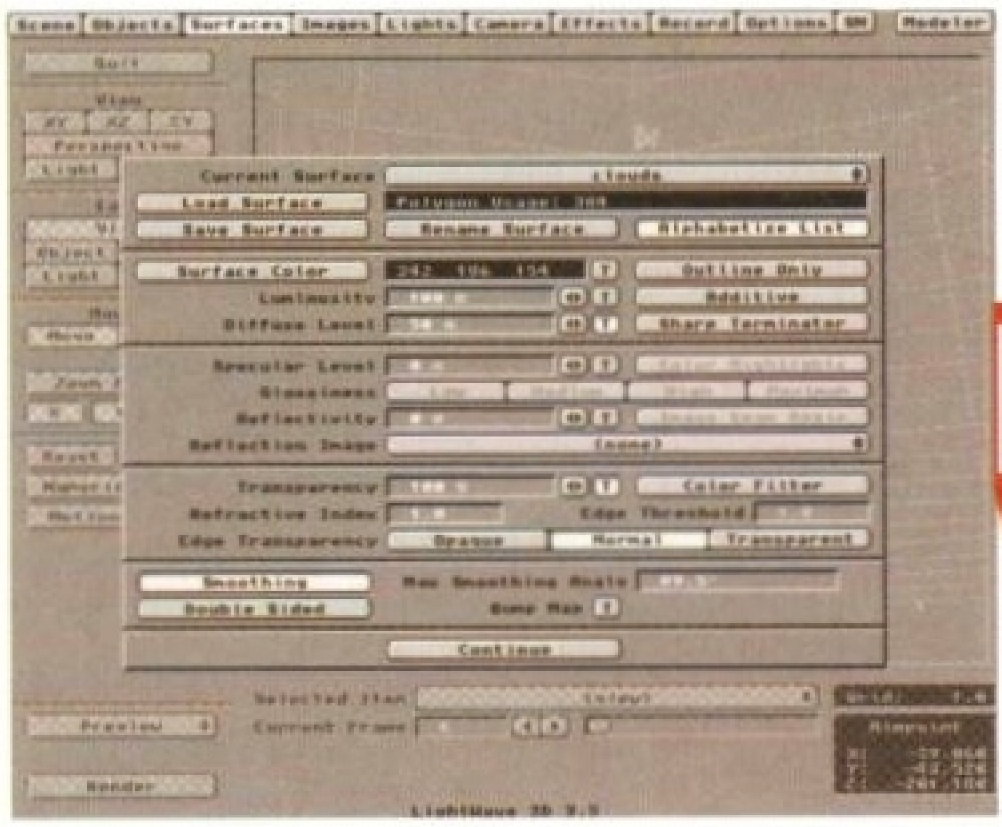
You will probably be surprised to find that Craig creates all his work on a humble A2000. Admittedly it's a humble A2000 with 16Mb of RAM on board, but he only has a 52Mb hard disk and at the moment he doesn't even have a 24-bit graphics card.

Craig is an animator par excellence, but he doesn't rely on his animation skills for a living. Arming himself with a few A-levels and eight O-levels, Craig works part-time in a warehouse, spending every other waking moment creating stunning animations on his Amiga.

His early adult life was spent (like everyone's surely) playing A500 games. Then someone showed him BytebyByte's *Sculpt Animate 4D*. Says Craig: "I fell in love with 3D. Then I started buying more equipment – faster accelerator cards, more memory and I moved up to an A2000. On the software front I got *TurboSilver*."

What does Craig want to do in the future? "Hopefully I'll be able to make animating my full time profession. I might even consider moving over to the States, although I'd prefer to stay in the UK. At the moment I am trying to get enough cash together to build up my system – by doing things like company logos or perhaps freelance work for CD^{32} games companies."

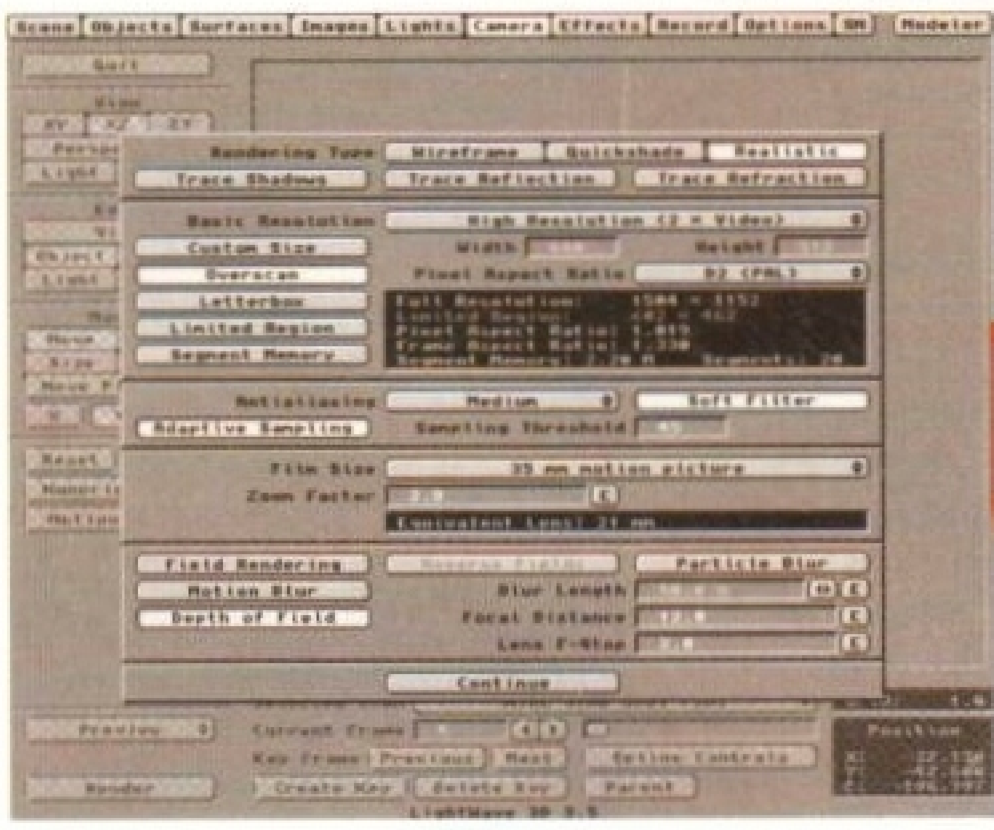
If you would like to commission Craig, contact him through *Amiga Format at* 30 Monmouth Street, Bath, BA1 2BW.

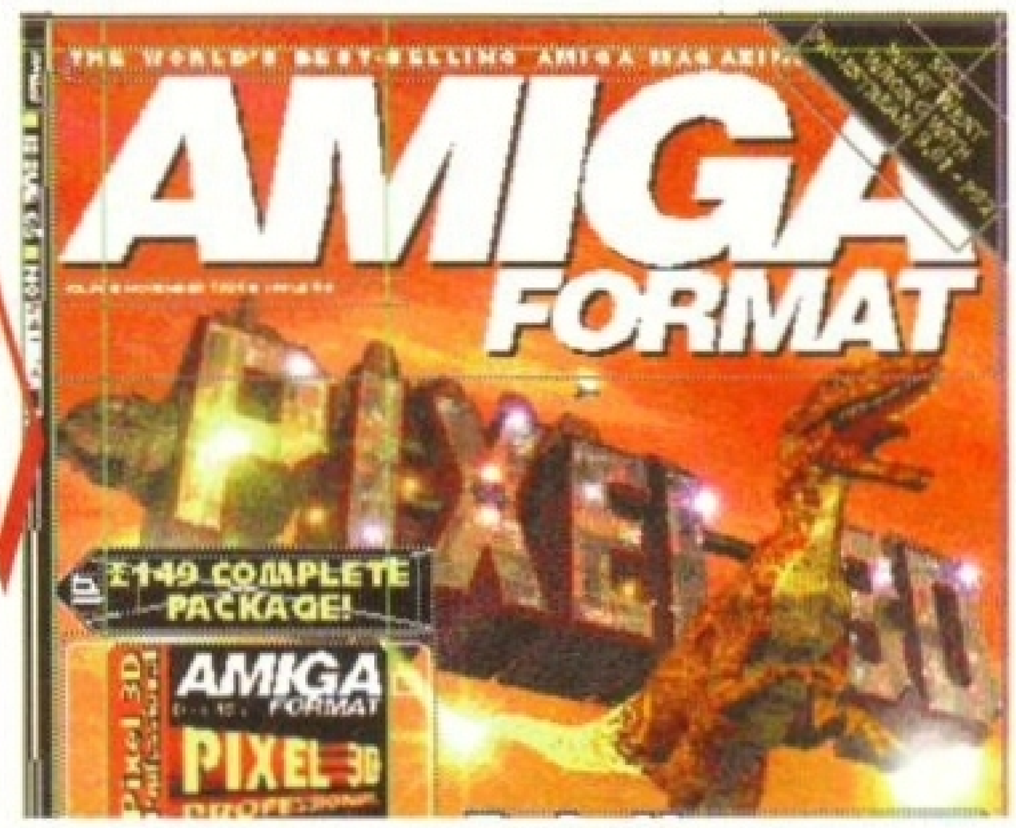




7 The clouds were borrowed from the 24Bit Club's *Lightwave* collection because time constraints did not allow me to come up with my own (I've only been using *Lightwave* for a couple of months). The texture parameters were altered to give a sunset look. The Zenith and sky colours gave me a smooth gradient between dark orange to a warm yellow. A slight gradient squeeze was used to push the yellow towards the horizon to further exaggerate the sunset look.

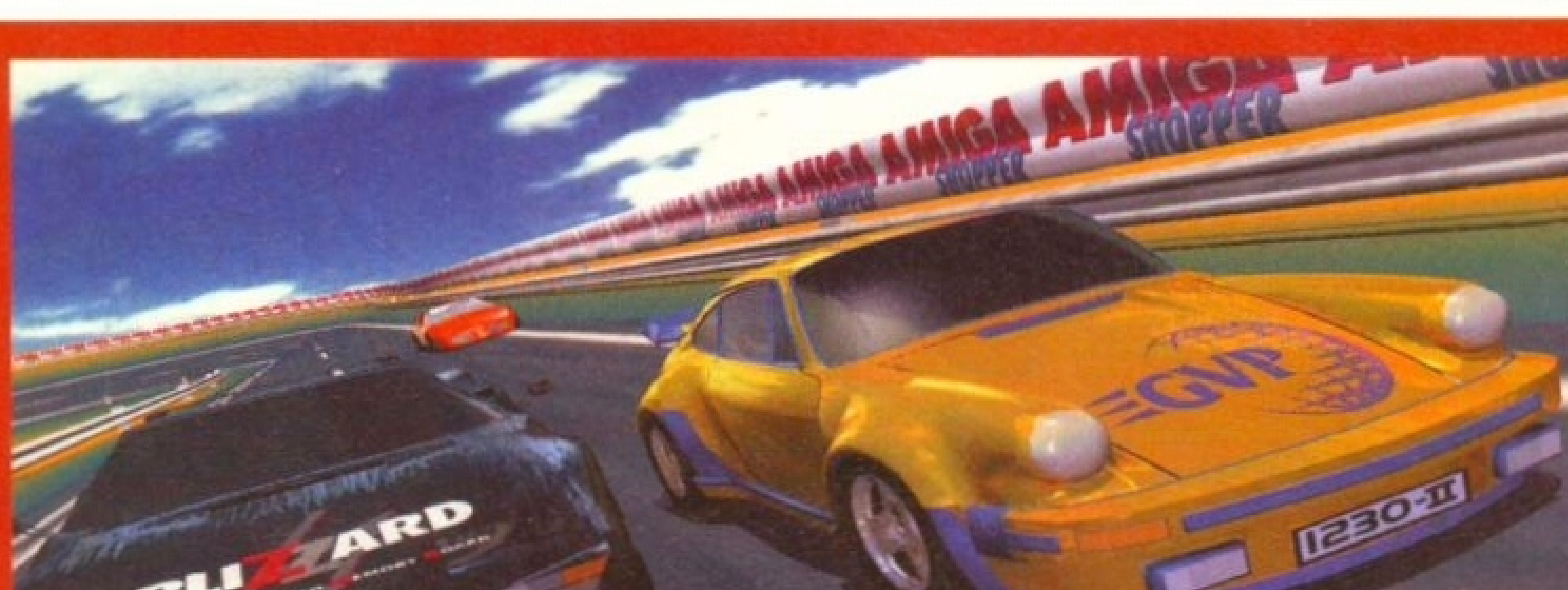
8 This is a test picture of the sky and clouds. There's also a small spaceship to give a sense of immense size and scale to the Pixel 3D ship. It also gave a good reason to have the X docking bay. A point lightsource acts as a sun. This was given a high intensity setting with just a hint of central glow flare. I'm no cheesy lensflare abuser. Some of the lensflare effects you see are just outrageous. The theoretical camera involved must have had Vaseline smeared all over the lens.





11 In the Camera menu I selected high resolution, medium aliasing and depth of field. The raptor is put into more focus slightly to separate it from the Pixel ship and give a bit of distance. Due to memory constraints all my 24-bit maps were reduced to 256 colours and I chopped 10,000 polygons from the models. Beware, *Lightwave* high and print resolutions demand a lot of memory. This was unbeknown to me until then. The scene was rendered 1280x960 resolution, taking about seven hours to complete.

12 Finally the picture was taken through *ADPro* and saved out as a JPEG. Then it was modemed at great speed to *AF* Towers, where the wonderful art department, who we respect and admire, imported it on to their Macs and covered up the picture with silly disk labels and all that rubbish. As a final touch, the publisher came along and told us it was all wrong, and wrote about 3,000 words on top of the image to obscure everything. As usual, his version of the cover got lost on the way to the printers…



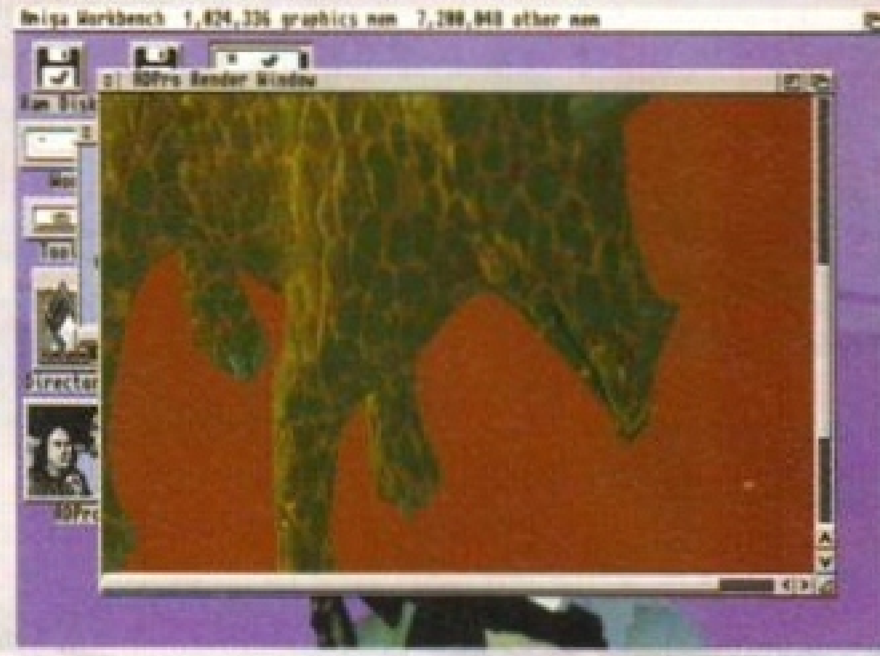
The cover artwork for *Amiga Shopper* which Craig Collins created on an A2000 with *Imagine*.

PIXEL 3D PRO 2

Even better than *Pixel 3D Pro* is this very latest version of our Coverdisk program, especially if you have an AGA machine. But don't waste time reading about it here, turn to the full review on page 100.

ART DEPARTMENT PROFESSIONAL 2.5

The definitive image processing software is now being seriously challenged for top spot by *ImageFX*, but there is no substitute if you want to do high-quality, high-end processing. The new interface takes a bit of getting used to, but it is faster in the end. It's priced between £100 and £130 from various sources. Shop around and you may get a bargain.



ADPro is being challenged by *ImageFX*, but for many people remains the top image processor.

PROCONTROL

The companion to *ADPro* is very useful if you need to batch process or convert a large number of files. It requires *ADPro* to work and comes with a number of scripts to make life easy for you. It's available from Meridian on 081-543 3500, priced £79.

IMAGEMASTER RT

Imagemaster from Black Belt is hard to get hold of these days, and we have no current UK price. But it is a worthy alternative to *ADPro*. The advantage is a real-time display on which you can select areas to edit.

IMAGEFX 1.5

Another real-time image processing package, *ImageFX* enables the user to process areas on the screen. This makes many tasks a lot easier, but tends to slow things down. If you are using 24-bit images, it is only worthwhile using these modes in conjunction with a 24-bit card such as the Spectrum (for which there is a special version of the software). *ImageFX* costs £179 from Silica on 081-309 1111.

PERSONAL PAINT

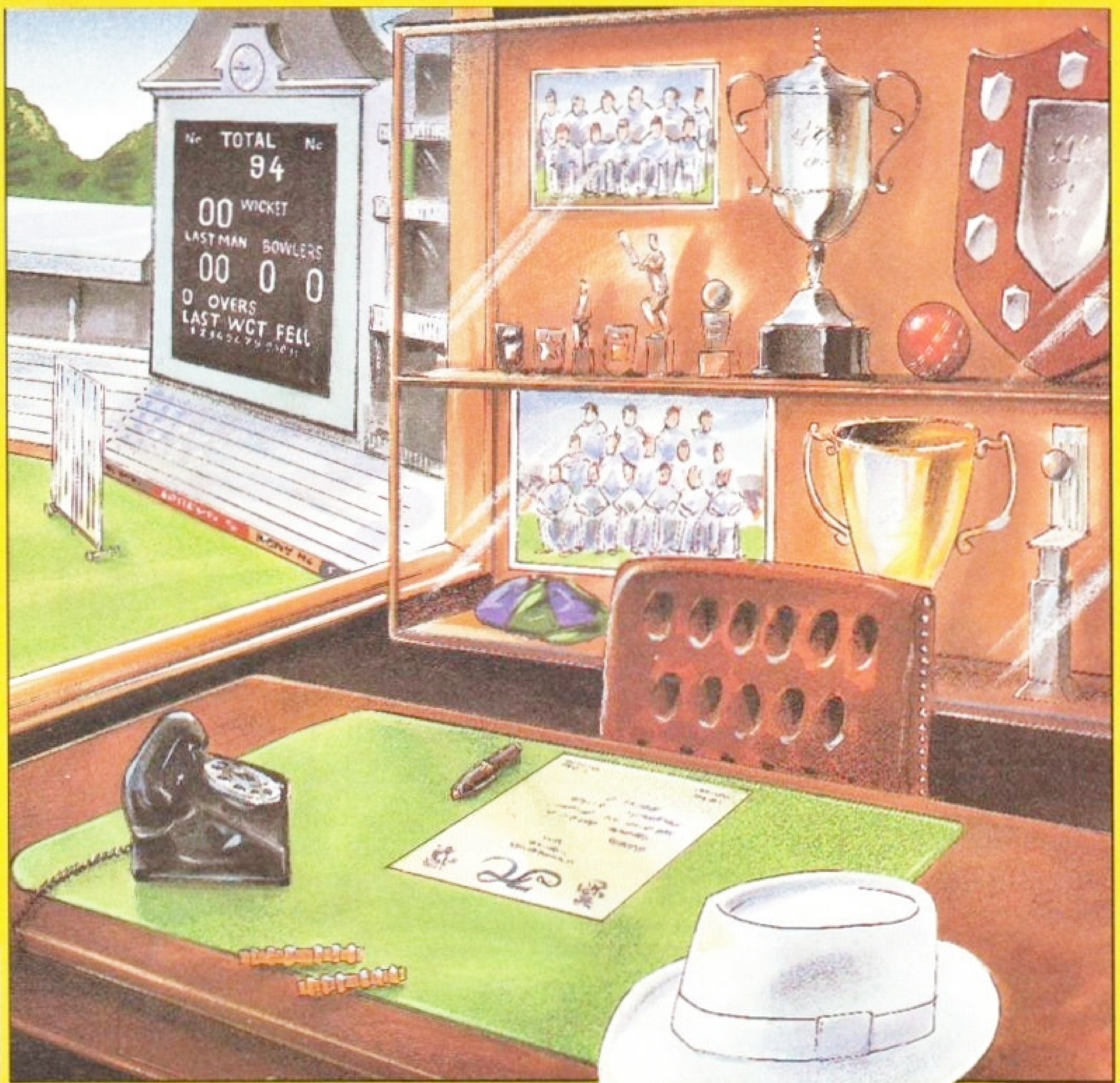
The Italian option is Cloanto's *Personal Paint*. Not only is it a reasonably decent paint package, it also includes a lot of image processing features, so this may be the best bet if you are starting from scratch and don't have much of a budget. Be sure to get the newest version of the program which has 24-bit and JPEG support. *PPaint* costs £69.95 from Ramiga on 0690 770304.

CROSSDOS

This is included in Workbench 2.04 and above. It gives you the ability to read and write PC format disks, which is invaluable for sending finished artwork to printers, because most of them think that Amiga is the last letter of the greek alphabet.

CRICKET MASTERS VERSION 2
COMMODORE
AMIGA
1MB RAM

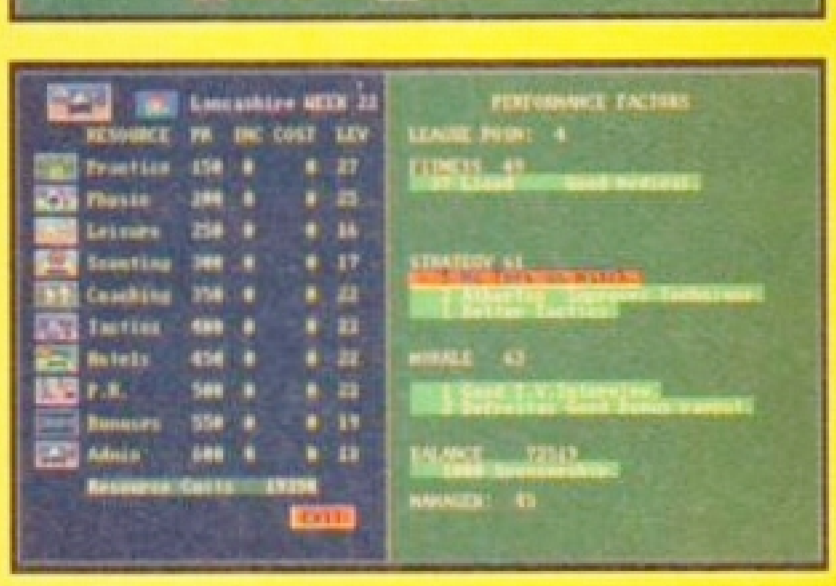
ESP



Cricket *Masters*

REALISTIC TACTICAL COUNTY CRICKET MANAGEMENT GAME





This exciting strategy simulation concentrates on the management aspects of an English County Cricket Team. You will have to make decisions over a wide range of activities which will effect results on the field, the County's finances and ultimately your fate as Manager. The game was created by a lifelong cricket fan and anyone should find this game an interesting challenge. See the feature list below for further details about the contents of this intriguing strategy game. © 1994 E. & O. E.

• Manage any 1 of the 18 county squads • Full season including league and cup competitions • Choice of Attacking, Normal or Defensive Tactics for batting, bowling and fielding or computer controlled • Follow matches either in detail or at scorecard level only • Team selection and specific fielder settings • Six types of batsmen • Five types of bowlers • Multiple skill ratings including form and fitness • Player contract negotiations and morale • Seven varied match conditions including weather • Investment in ten different resources • Ticket pricing • Comprehensive scouting facilities • Various options • Absolutely loads of statistics • Extensive printing facilities • Squad editor • Full instruction book

NOW AVAILABLE FROM ALL GOOD RETAIL OUTLETS.
If you have any difficulty in finding a stockist please call our office immediately.

ESP Software. PO Box 557, Southend-on-Sea, Essex, SS1 2NB. England.
TELEPHONE (01702) 600557 FACSIMILE (01702) 613747 AF

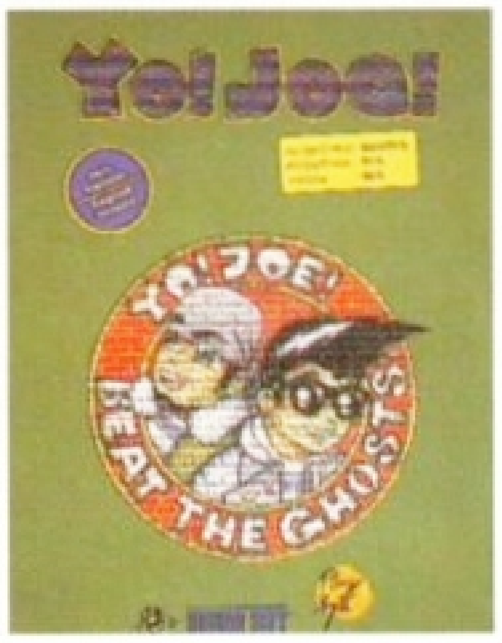
TRADE ENQUIRIES WELCOME.

SUBSCRIBE!

to the Amiga Format experience NOW

And just look at all the stuff you get

A FREE GAME & A FREE VIDEO WORTH UP TO £45



YO! JOE! (*AF50* FG91%): This game really captivated us. OK it's a platform game but how many of those do we describe as 'truly great', 'a perfect example of the genre' and 'a complete stunner'? The reviewer even offered to buy anyone who didn't like the game a pint, and he's never had to.



A special twin-pack comprising both **NORTH & SOUTH** (*AF37* 84%) and **F16 COMBAT PILOT** (*AF3* FG94%): *North & South* – a cartoon-like simulation of the American Civil War – is a classic one or two-player strategy/action game while *F16 Combat Pilot* is one of the most realistic flight and combat simulators ever.



TERMINATOR 2 – THE ARCADE GAME (*AF55* 73%): Playing a terminator, you're up against Skynet and Cyberdyne in shoot-em-up city. *Terminator 2* is based on the coin-op – don't ever show this game to anyone who claims there is too much violence in computer games. As we said when we reviewed it: 'A wholly satisfying shoot-em-up'.

AMIGA FORMAT TUTORIAL VIDEOS
Get the most out of your Amiga with *Amiga Format*'s series of specially-created videos. There are nine videos in the collection and they are all designed with your needs in mind and compiled and presented by experts. They are the most up-to-date and information-packed Amiga videos available in the UK.



Plus ALL THIS!

NEW SIX-MONTHLY DIRECT DEBIT OPTION



Manga Mania - Issue 16 from all good newsagents

Premier Mail Order

E&OE

Most titles are despatched same day, but can take up to 28 days.

Please send cheque/PO (made out to Premier Mail Order) /Access/Visa no. & expiry date to:

Dept AF114, 9-10 The Capricorn Centre, Cranes Farm Road, Basildon, Essex SS14 3JJ Tel: 0268-271172 Fax: 0268-271173

Telephone orders: Mon-Fri 9am-7pm and Sat & Sun 10am-4pm. We are open 364 days a year. P&P and VAT is included for all UK orders. Please add £2 P&P for Europe, elsewhere please add £3-50 per item for Airmail. Next day service available UK only at £4-00 per item· Some titles may not be released at the time of going to press.

Most titles are despatched same day, but can take up to 28 days

- A320 Airbus (Europe) ... 22·99
- A320 Airbus (USA) ... 22·99
- A320 Approach Trainer ... 19·99
- Addiction ... 19·99
- Air Bucks 1-2 ... 12·99
- Akira ... 18·99
- Akira ... CD32 ... 19·99
- **Aladdin ... A1200 ... 19·99**
- Alfred Chicken ... All Formats 17·99
- Alien Breed 2 ... A1200 ... 19·99
- Alien Breed 2 – Tower Assault ... 13·99
- **Alien Breed 2/Tower Assault .. CD32 ... 19·99**
- Alien Breed Special Edition ... 10·99
- Alien Breed Special Edition ... CD32 ... 12·99
- All Terrain Racer ... 17·99
- All Terrain Racer ... A1200/CD32 ... 19·99
- Ambermoon ... 19·99
- Amberstar ... 19·99
- Apidya ... 8·99
- Arabian Knights ... A1200 ... 19·99
- Arabian Knights ... CD32 ... 12·99
- Arcade Pool ... 8·99
- Arcade Pool ... CD32 ... 12·99
- Archer Maclean's Pool ... 10·99
- Armourgeddon 2 Codename Hellfire ... 19·99
- B17 Flying Fortress (1 Meg) ... 22·99
- **Banshee ... A1200/CD32 ... 19·99**
- Battle Isle '93 ... 17·99
- **Beneath a Steel Sky ... 20·99**
- Beneath a Steel Sky ... CD32 ... 19·99
- **Benefactor ... 17·99**
- Blastar ... 17·99
- Body Blows ... A1200 ... 12·99
- Body Blows Galactic ... 18·99
- Body Blows Galactic ... A1200 ... 19·99
- Body Blows/Superfrog/Overdrive ... 19·99
- Breach II ... 22·99
- Brian the Lion ... CD32 ... 17·99
- Bubba 'n Stix ... A500/CD32 ... 19·99
- Bubble & Squeak ... A500/A1200 ... 17·99
- Bubble & Squeak ... CD32 ... 19·99
- Bump n Burn ... CD32 ... 19·99
- Burntime ... 17·99
- Caesar Deluxe ... 12·99
- Caesar/Cohort 2 ... CD32 ... 22·99
- Cannon Fodder ... 20·99
- Cannon Fodder 2 ... 19·99
- Castle Conquest ... 19·99
- Chambers of Shaolin ... CD32 ... 17·99
- Championship Manager '94 Season Disk ... 7·99
- Championship Manager Italia ... 16·99
- **Championship Mngr End of Seas on D disk ... 11·99**
- Chuck Rock ... CD32 ... 12·99
- Civilisation ... A1200 ... 25·99
- Civilisation (1 Meg) ... 22·99
- Claws ... 17·99
- Clockwiser ... 10·99
- **Club Football – The Manager ... 19·99**
- Cohort 2 ... 19·99
- Combat Air Patrol ... 9·99
- Combat Classics 2 - (Compilation) ... 19·99
- Contraptions ... 13·99
- Cool Spot ... 20·99
- Cruise for a Corpse ... 12·99
- Curse of Enchantia ... 22·99
- Cyber Punk ... 17·99
- D Day – Beginning of the End ... 22·99
- D Day – Overlord ... 22·99
- Dawn Patrol ... 22·99
- **Dark Seed ... CD32 ... 22·99**
- Darkmere ... 20·99
- Deluxe Music Construction Set 2·0 ... 59·99
- Deluxe Paint 4 AGA ... 64·99
- Demonmaniac ... 17·99
- Desert Strike ... 12·99
- Detroit ... A500/A1200 ... 22·99
- **Dizzy CD Pack ... CD32 ... 16·99**
- Dizzy Collection ... 16·99
- Dizzy's Excellent Adventure ... 16·99
- Dogfight ... 12·99
- Dracula ... 19·99
- Dragonstone ... A1200/CD32 ... 22·99
- **Dream Web ... A500/A1200 ... 22·99**
- Dune ... 12·99
- Dune 2 ... 12·99
- Dungeon Master 2 ... 22·99
- Elfmania ... 17·99
- Elite 2 (Frontier) ... A500 or CD32 ... 19·99
- **Empire Soccer 94 ... 19·99**
- Epic ... 12·99
- Excellent Games ... 22·99
- Exile ... A500/CD32 ... 19·99
- Extractors ... CD32 ... 26·99
- Eye of the Beholder 2 (1 Meg) ... 12·99
- F117A Nighthawk Stealthfighter ... 22·99
- F17 Challenge ... 10·99
- F17 Challenge/Project X ... CD32 ... 17·99
- F19 Stealth Fighter ... 11·99
- F29 ... 10·99
- Fat Man ... 17·99
- **Fields Of Glory .A500/A1200/CD32 ... 22·99**
- **FIFA Soccer ... 19·99**
- Final Fight ... 8·99
- First Samurai ... 8·99
- Flashback ... 20·99
- Flight of the Intruder ... 10·99
- Flight Sim 2 Great Britain ... 26·99
- Flight Sim 2 Hawaiian Scenery ... 13·99
- Flight Sim 2 Japan Scenery ... 13·99
- Flight Sim 2 Scenery Collection A ... 22·99
- Flight Sim 2 Scenery Collection B ... 22·99
- Flight Sim 2 USA No.11 Detroit ... 13·99
- Flight Sim 2 USA No.12 New York ... 13·99
- Flight Sim 2 USA No.7 Washington ... 13·99
- Flight Sim 2 USA No.9 Chicago ... 13·99
- Flight Sim 2 Western European Tour ... 13·99
- **Flight Simulator 2 ... 22·99**
- Formula One Grand Prix ... 12·99
- G2 ... 17·99
- Genesia ... 19·99
- **Goal ... 13·99**
- Goblins 3 ... 22·99
- Graham Gooch – Test Match Special ... 19·99
- Graham Gooch 2nd Innings ... 11·99
- Graham Gooch World Class Cricket ... 19·99
- Graham Taylors Soccer Challenge ... 8·99
- Grusome ... 16·99
- Guardian ... CD32 ... 19·99
- Gulp ... CD32 ... 19·99
- Gunship 2000 ... 12·99
- **Gunship 2000 ... CD32 ... 19·99**
- Hanna Barbera Animation ... 29·99
- Hannibal ... 19·99
- Harpoon 121 ... 12·99
- Heimdall 2 ... A500/A1200/CD32 ... 22·99
- High Seas Trader ... 22·99
- Hill Street Blues ... 8·99
- **Hired Guns ... 10·99**
- History Line 1914-18 (1 Meg) ... 22·99
- Impossible Mission ... A500/A1200/CD32 ... 19·99
- Indiana Jones Fate of Atlantis Action ... 8·99
- Indiana Jones Fate of Atlantis Adv ... 24·99
- Indiana Jones Last Crusade ... 12·99
- Inferno ... CD32 ... 19·99
- Innocent Until Caught ... 10·99
- International Open Golf ... CD32 ... 19·99
- International Open Golf Championship ... 17·99
- Ishar 3 ... 22·99
- Ishar 3 ... A1200 ... 26·99
- Jack the Ripper ... 27·99
- Jaguar XJ220 ... 8·99
- James Pond 3 ... A1200/CD32 ... 19·99
- **Jetstrike ... A1200 ... 19·99**
- **Jetstrike ... CD32 ... 17·99**
- John Barnes' European Football ... 8·99
- John Madden American Football ... 10·99
- **Jungle Book ... A1200 ... 19·99**
- Jurassic Park ... 17·99
- K240 – Utopia 2 A500/CD32 ... 19·99
- Kick Off 3 ... CD32/A1200 ... 19·99
- Kid Chaos ... 17·99
- Kid Chaos ... A1200/CD32 ... 19·99
- King Pin ... A500 ... 10·99
- King Pin ... CD32 ... 12·99
- Kingmaker ... 22·99
- Kings Quest 1 or 2 or 3 ... 12·99
- Kings Quest 6 ... A500/A1200 ... 22·99
- Kings Table ... 19·99
- Knights of the Sky ... 10·99
- Laser Squad ... 8·99
- Legends of Valour ... 24·99
- Leisure Suit Larry 1 or 2 or 3 ... 12·99
- Lemmings 1 ... CD32 ... 19·99
- Lemmings Double Pack ... 19·99
- Liberation – Captive 2 ... 20·99
- Links – the Challenge Of Golf ... 12·99
- **Lion King ... A1200 ... 19·99**
- Lionheart ... CD32 ... 14·99
- Litil Divil ... CD32 ... 19·99
- Lords of Power Compilation ... 22·99
- Lords of the Realm ... 22·99
- Lost Eden ... CD32 ... 22·99
- Lost Vikings ... CD32 ... 19·99
- Lotus Turbo Trilogy ... CD32 ... 22·99
- Lure of the Temptress ... 12·99
- Magician's Castle ... 19·99
- Manchester United Europe ... 8·99
- **Man Utd Prem League Champs .A500/CD32 ... 19·99**
- Manhunter "New York" ... 12·99
- Master Axe ... A500/A600/A1200 ... 17·99
- Master Axe ... CD32 ... 19·99
- Master Axe ... CD32 ... 19·99
- Mavis Beacon 2 ... 19·99
- Mega Race ... CD32 ... 22·99
- Mega Collection ... 16·99
- Messengers of Doom ... 19·99
- **Micro Machines ... 17·99**
- **Microcosm ... CD32 ... 29·99**
- Mighty Max ... A1200 ... 18·99
- Mighty Max ... A600/CD32 ... 17·99
- **Monopoly ... 18·99**
- **Mortal Kombat ... 20·99**
- Mr Nutz ... 17·99
- Mr Nutz ... A1200 ... 18·99
- Naughty Ones ... A500/A1200/CD32 ... 17·99
- New Zealand Story ... 6·99
- Nick Faldo's Golf ... CD32 ... 22·99
- Nigel Mansell's World Champ ... CD32 ... 19·99
- **On the Ball – League Edition ... 19·99**
- **On The Ball – League Edition .A1200 ... 22·99**
- **On the Ball – World cup Edition ... 19·99**
- **On The Ball – World Cup Edition A1200 ... 22·99**
- **Overkill ... A1200 ... 17·99**
- Overkill ... CD32 ... 19·99
- Perfect General ... (See Lords of Power)
- Perihelion ... 19·99
- PGA Tour Golf ... 12·99
- Pinball Dreams + Fantasies ... 22·99
- Pinball Fantasies ... A1200 ... 19·99
- Pinball Fantasies ... CD32 ... 24·99
- Pinball Magic ... 6·99
- Planet Football ... A1200/CD32 ... 22·99
- Police Quest 1 or 2 or 3 ... 12·99
- Populous & Promised Lands ... 10·99
- **Populous 2 ... 12·99**
- Populous 2+ ... (see Excellent Games)
- Powermonger & Data Disk ... 12·99
- Premier Manager 2 ... 7·99
- **Premiere ... CD32 ... 12·99**
- Prince Of Persia ... 6·99
- Pro Tennis Tour 2 – J Connors Great Courts 2 ... 8·99
- Project X ... 10·99
- Project X/F17 Challenge ... CD32 ... 17·99
- Putty Squad ... A1200 ... 19·99
- Quest for Glory 1 or 2 ... 12·99
- Qwak /Alien Breed Special Edition CD32 17·99
- Rainbow Islands ... 6·99
- Reach for the Skies ... 12·99
- Red Baron ... (See Lords of Power)
- Renegade 2 ... 16·99
- Reunion ... A500/A600/A1200 ... 22·99
- Rings of Medusa Gold ... 19·99
- **Rise of the Robots ... A1200 ... 27·99**
- **Rise of the Robots ... A500 25·99**
- **Rise of the Robots ... CD32 ... 22·99**
- Robinsons Requiem ... 22·99
- Rookies ... 16·99
- Rugby League Coach ... 19·99
- Rules of Engagement 2 ... 22·99
- Ryder Cup ... A1200 ... 17·99
- Ryder Cup ... CD32 ... 20·99
- Sabre Team ... CD32 ... 20·99
- Scrabble ... 18·99
- Second Samurai .. A500/A1200/CD32 ... 19·99
- Secret of Monkey Island ... 12·99
- Secret of Monkey Island 2 (1 Meg) ... 24·99
- Sensible Soccer ... CD32 ... 19·99
- Sensible Soccer International ... CD32 ... 16·99
- Sensible Soccer International Edition ... 13·99
- **Settlers ... 19·99**
- Shadow Lands ... 8·99
- **Shuttle – Space Flight Simulator ... 12·99**
- Sierra Soccer ... 16·99
- **Sim City 2000 ... 22·99**
- Sim City 2000 ... A1200 ... 26·99
- Sim City Deluxe ... 19·99
- Sim Classics ... 22·99
- Sim Life ... A500/CD32 ... 22·99
- Simon the Sorceror ... 22·99
- Simon the Sorceror ... CD32 ... 26·99
- **Simon the Sorceror 2 ... 22·99**
- Simon the Sorceror 2 ... A1200/CD32 ... 26·99
- Skeleton Krew ... A1200/CD32 ... 22·99
- Skidmarks ... 17·99
- Skidmarks ... CD32 ... 19·99
- **Soccer Kid ... CD32 ... 19·99**
- Soup Trek (The Search For Stock) ... 19·99
- Space Quest 1 or 2 or 3 ... 12·99
- Space Quest 4 ... 22·99
- Speedball 2 ... 8·99
- Star Trek ... A1200 ... 22·99
- Streetfighter 2 (1 Meg) ... 12·99
- Super Cars ... 6·99
- Super League Manager .A500/A1200/CD32 ... 19·99
- Super Putty ... CD32 ... 12·99
- Super Stardust ... A1200/CD32 ... 19·99
- Superfrog ... CD32 ... 12·99
- Superloopz ... A1200 ... 17·99
- Superloopz ... CD32 ... 19·99
- Supremacy ... 10·99
- Syndicate ... 22·99
- S·U·B· ... 19·99
- Tactical Manager – English or Scottish or Italian ... 19·99
- Team 17 Collection Vol 1 ... 19·99
- Test Drive 2 ... 7·99
- Test Match Cricket ... 16·99
- The Blue and the Gray ... 22·99
- The Clue ... A1200 ... 19·99
- **Theme Park ... A500/A1200 ... 22·99**
- **Tom Landry Strategy Deluxe .A500/A600/A1200 ... 19·99**
- Top Gear 2 ... A1200 ... 17·99
- **Tornado ... A500/A1200 ... 9·99**
- Tower Assault ... A500/A1200 ... 13·99
- Tracon 2 ... 22·99
- Traps n Treasures ... 17·99
- Trolls ... A500 or A1200 ... 9·99
- Turbo Trax ... 17·99
- Turrican 3 ... A500/A1200 ... 17·99
- TV Sports Duo ... CD32 ... 19·99
- T·F·X ... A1200 ... 26·99
- UFO ... 22·99
- UFO ... A1200 ... 22·99
- UFO ... CD32 ... 19·99
- Ultimate Body Blows ... CD32 ... 19·99
- Ultimate Pinball Quest ... 19·99
- Uncovered ... 17·99
- **Universe ... A500/CD32 ... 22·99**
- Vikings ... 9·99
- Vital Light ... A500/CD32 ... 19·99
- Walker ... 9·99
- Wembley International Soccer ... A1200 ... 17·99
- Wembley International Soccer ... CD32 ... 19·99
- Wembley Rugby League .. A500/A1200 ... 17·99
- Western Front ... 20·99
- Wild Cup Soccer ... A500/600/A1200 ... 17·99
- Wild Cup Soccer ... CD32 ... 19·99
- Wing Commander ... 12·99
- **World Cup USA 94 ... 17·99**
- **World Cup Year '94 ... 19·99**
- Zeewolf ... 19·99
- Zool ... CD32 ... 19·99
- Zool 2 ... CD32 ... 19·99

3·5" BLANK DISKS

	TDK/VERBATIM (BOXED)		PRECISION (BOXED)		UNBRANDED (LOOSE)	
	LOW	HIGH	LOW	HIGH	LOW	HIGH
10	7·99	9·99	6·49	7·99	5·99	6·99
20	14·50	19·50	11·99	15·50	10·99	13·50
50	35·00	47·50	26·00	37·50	23·99	32·50
100	65·00	95·00	49·99	72·99	44·99	62·99
200	125·00	190·00	94·99	141·99	83·99	121·99
500	300·00	470·00	219·00	350·00	199·99	287·50
1000	580·00	930·00	419·99	680·00	369·99	550·00

3·5" Recycled – Loose

10 ... 4·50 20 ... 8·50 50 ... 17·50 100 ... 35·00

SPECIAL OFFERS

- Arabian Knights ... A500/CD32 ... 9·99
- Alien Breed 2 ... 12·99
- Championship Manager '93 ... 16·99
- Chaos Engine ... 9·99
- Civilisation ... A1200 ... 17·99
- Jack Nicklaus Unlimited Golf ... 12·99
- Jack Nicklaus Course Designers Clip Art volume 1 ... 7·99
- Lemmings 2 (The Tribes) ... 12·99
- Lotus Trilogy ... 12·99
- N Mansell ... A1200 ... 12·99
- Nick Faldo's Golf ... 12·99
- Sensible Soccer 92/93 ... 12·99
- Shadow Worlds ... 9·99
- Soccer Kid ... A/500/A1200 ... 9·99
- Zool ... 8·99
- Zool 2 ... 10·99

JOYSTICKS/ACCESSORIES

- Analog Adaptor ... 4·99
- Cheetah 125+ ... 7·99
- Cheetah Bug ... 11·99
- Competition Pro Extra ... 14·99
- Disk Box (10 capacity) ... 1·99
- Disk Box (100 capacity) ... 7·99
- Disk Box (40 capacity) ... 4·99
- Disk Box (50 capacity) ... 5·99
- Disk Box (80 capacity) ... 6·99
- Freewheel Steering Wheel ... 24·99
- Gravis Advanced Switch Joystick ... 22·99
- Gravis Gamepad ... 15·99
- Mouse Mat ... 1·99
- Quick Joy 2 Turbo ... 10·99
- Quick Joy Jet Fighter ... 11·99
- Quick Joy Top Star ... 17·99
- Quickjoy Pedals ... 17·99
- Saitek Megagrip II ... 10·99
- Suncom Slik Stick ... 5·99
- Suncom Tac 2 ... 7·99
- Wico "Q" Stick ... 4·99

EDUCATIONAL

- ADI English ... (All Ages) ... 17·99
- ADI French ... (All Ages) ... 17·99
- ADI Maths ... (All Ages) ... 17·99
- ADI GCSE Maths – English or French ... 22·99
- Better Maths ... (12-16) ... 13·99
- Better Spelling ... (8-14) ... 13·99
- Cave Maze ... (8-12) ... 10·99
- Fraction Goblins ... (8-13) ... 10·99
- Fun School 2 ... (U6) or (6-8) or (8+) ... 6·99
- Fun School 4 ... (U5) or (5-7) or (7-11) ... 16·99
- Junior Typist ... (5-10) ... 10·99
- Magic Math ... (4-8) ... 13·99
- Maths Dragons ... (6-13) ... 10·99
- Maths Mania ... (8-12) ... 13·99
- Mickey's ABC ... (2-5) ... 13·99
- Mickey's 123's ... (2-5) ... 13·99
- Noddy's Playtime ... (3+) ... 16·99
- Noddy's Big Adventure ... (3+) ... 16·99
- Paint & Create ... (3+) ... 17·99
- Picture Fractions ... (7-10) ... 10·99
- Reasoning with Trolls ... (5-12) ... 10·99
- Tidy the House ... (6-10) ... 9·99

JUNIOR ADVENTURE

- Robin Hood ... (8+) ... 13·99
- The Three Bears ... (5-10) ... 13·99
- Wind in the Willows ... (6+) ... 13·99
- Wizard Of Oz ... 13·99
- Scrooge (A Christmas Carol) ... (8+) ... 13·99



SCREEN PLAY

UFO ENEMY UNKNOWN

Save the world from alien invasion

p56

AMIGA FORMAT



CHRISTMAS CHEER

As we head toward Christmas, Amiga games players have every reason for optimism. Despite the scaremongering that fewer Amiga games are being produced due to Commodore's situation, there are loads of releases due in the next few months. Software houses know that the Amiga sells more games than any other machine and they also know that the Amiga has the largest user base.

Virgin have a busy run-up to the festive season – we preview *Overlord, The Lost Eden* and Disney titles *The Lion King* and *Aladdin.* And CD³² owners can rejoice, Acid Software have produced a *Defender* for the Nineties, *Guardian.*

The most eagerly-awaited console conversion for months arrived at *AF* this month, but can *FIFA International Soccer* takes on its legendary Sensible counterpart? Classic golf game *PGA Tour* also re-appears, while Microprose's well-overdue *UFO: Enemy Unknown* finally shows its colours.

Current number one, *On The Ball: World Cup Edition* makes its League entrance and we have a football management game, *Club Football.* If this weren't enough, there are five Gold-rated products spread between the re-release and CD³² pages.

AMIGA FORMAT'S REVIEW POLICY

Every month we scour the world's software houses for the latest and greatest Amiga games. We try to ensure we keep you as up-to-date as possible, and we'll stop at nothing to bring you the best, definitive, no-nonsense reviews of the games that matter.

WHAT OUR REVIEW SCORES MEAN

90+%
The *crème de la crème* of Amiga games. Only the very best, most playable and original games are awarded an *Amiga Format* Gold – the most highly-prized rating there is.

80-89%
These games are considered to be very good, but due to minor flaws are not the finest examples of their genre.

70-79%
These are good games which are worth buying, especially if you have a special interest in a certain game type.

60-69%
Average releases with limited gameplay and appeal. Games in this category tend to have significant flaws.

50-59%
Below average games like this are unlikely to impress your mates or your wallet. Try to avoid if you can.

40-49%
Overwhelmingly poor quality games with major flaws and appalling gameplay. They're an embarrassment.

Less than 40%
The lowest of the low. Don't even consider borrowing 'em.

PREVIEWS

REVIEWS

COMING AT VIRGIN TERRITORY

Work in progress

A whole parcel of goodies are coming your way from Virgin. Just in time for the festive season...

ALADDIN: Rub Aladdin up the wrong way and he gets very upset. Genie, on the other hand, finds it gives him a sense of release.









Looks like there's going to be a cornucopia of fabulous feisty frolicsome festive family fun for everyone and anyone remotely interested in Amiga games this Christmas. Virgin are playing at being Father Christmas with an Amiga goodie bag guaranteed to rat-at-at-at your ratats. (*Eh? – Ed.*)

First out of the sack is the game of the cartoon of the animated film, *Aladdin*.

Nasty fiendish piece of work, Jafar, has kidnapped Princess Jasmine. You take on the eponymous role of her potential saviour. Armed only with a sword, you've got to fight baddies, climb ropes, make great bounding leaps of faith, jump over fires, traverse various obstacles, collect gems and hearts and earn top score bonuses.

The whole *AF* team have been taking turns at the games writers' desks to see if they could improve their score on the one level demo we were sent by Virgin.

If you were to take a dispassionate look at the game, you'd be hard pushed to say that it was anything more than standard platform fare. But that doesn't take into account the beautiful animation and use of key scenes from the film to build a spellbinding atmosphere.

What's more, it knocks the spots off of the console versions for look, feel and playability. So, just like the film, we're predicting that *Aladdin* will gross big bucks and be among the top 10 best sellers this Christmas.

Second out of the goodie bag is *Overlord*. A war-strategy flight sim based on Operation Overlord – the allied military campaign which eventually liberated mainland Europe from the Nazis in World War 2.

It's radically different in looks from its PC counterpart, but don't let that put you off. What's important here is the meat in the gameplay. The research that's gone into the motion of the planes and the historically accurate locations of the ground targets is staggering.

All of the airfields are based on wartime reconnaissance photographs obtained from the national archive at Keele University. Historical and geographical accuracy is maintained throughout the game, adding to the atmosphere immensely.

The gameplay consists of various missions assigned to the player. The missions, whether air, land or sea based, also dictate the type of plane you fly – Typhoon, Mustang or Spitfire.

Each of the planes handles differently, so it's a skill in itself to master the requisite manoeuvres required for each of the mission styles. An innovative and helpful view from the cockpit lets you lock on to targets and helps make the game run quicker. The motion of the graphics are similar to that found on old film footage of dogfights. One to look forward to for war fanatics, flight sim fans and interested parties all round.

With a slight time shift and a lot of imagination, you could envisage some sort of link between *Overlord* and *The Lost Eden*. Well, both games are being published by Virgin, so that's link enough for this time in the morning.

The Lost Eden will be released for the CD32 (if you want to find out more about the game and see more of the stunning graphics why not get hold of a copy of *Amiga CD32*). *The Lost Eden* places you in the far future – or distant past – where talking dinosaurs and talking men live together. Luckily, peace and harmony doesn't exist throughout the land. There are bands of hungry carnivores led by a huge T-Rex who wants to dominate the landscape, rip and tear man and his puny herbivores to pieces and generally have a good time in the dominatrix stakes.

You play a chap called Adam in search of a solution to the carnivorous dinosaur problem. He can only find this solution by seeking out the hidden knowledge inside some mystical citadels. Then and only then will he be able to build citadels to defend himself and his charges from the attention of the T-Rex boys.

The Lost Eden is an adventure strategy game by French development team Cryo of *KGB* fame. We've only seen some screenshots so far, but what's been viewed is more than impressive. The dinosaurs and characters who Adam meets, fights and makes friends with are rendered in 3D and they're almost photo-realistic. There's no firm release date yet, but look for more news nearer December.

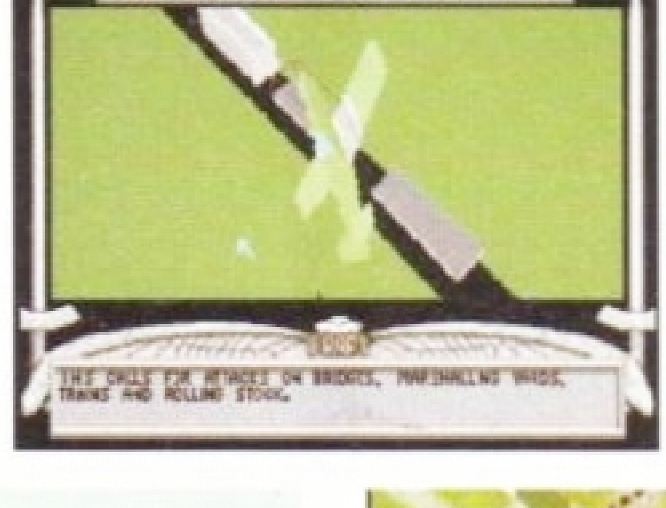
This month witnesses the general release of *The Lion King*. Disney's epic yarn about Simba, a prematurely orphaned lion cub destined to become king of all that he surveys.

The game follows the plot of the film, featuring Timon The Meerkat and Pumbaa The Warthog.

TRACTIONS



OVERLORD: *Cannon Fodder 2* and *Overlord* will more than satisfy fans of bloodthirsty war games.







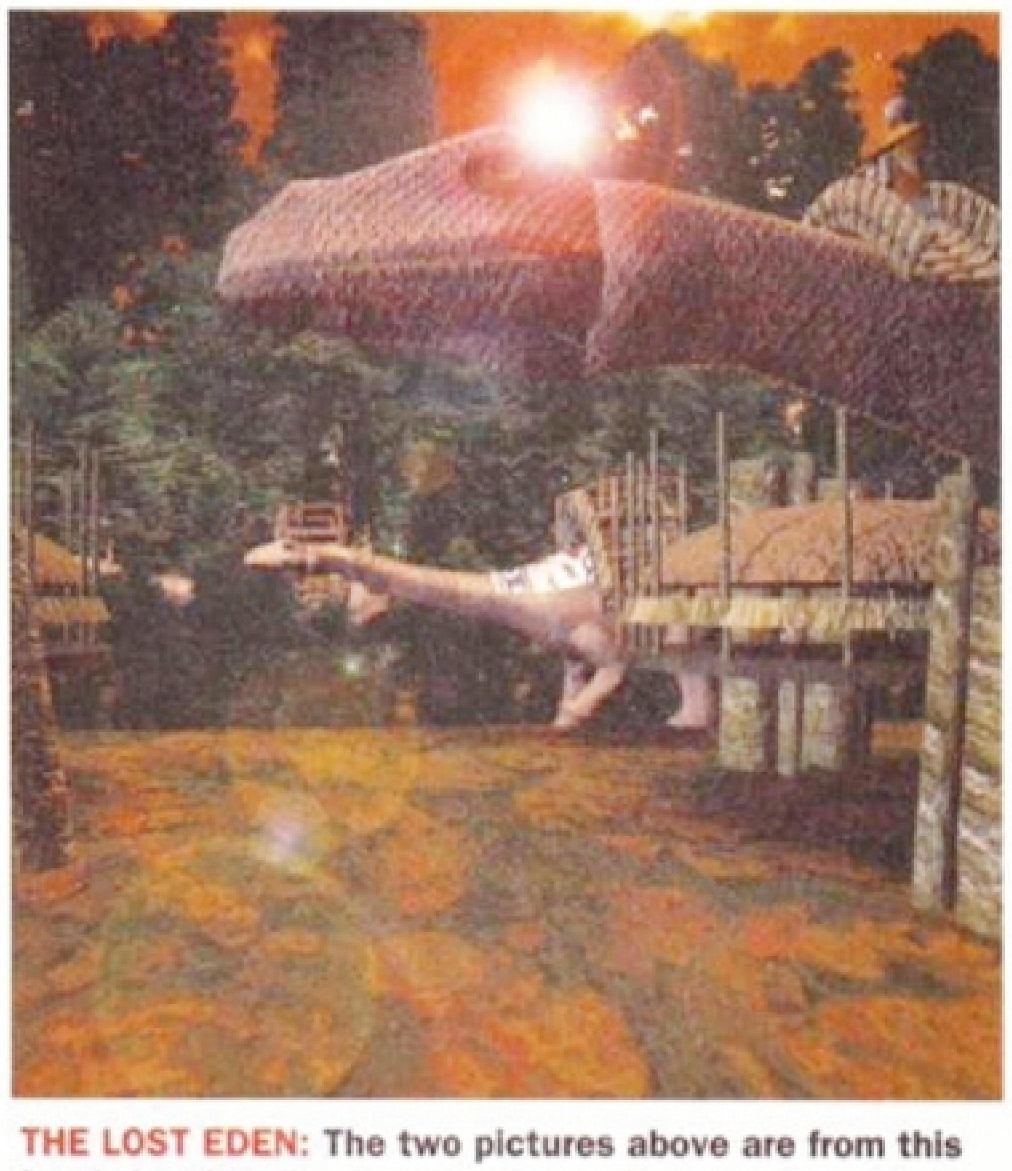
For this interactive adventure, the Disney engineers drew around 2,000 new frames of animation and adapted the sound track from the film.

The game hinges on the building up of the relationship between Simba, Timon and Pumbaa and for the final showdown with Scar. Disney hope that this relationship will emotionally involve the player. Whether it does or not still remains to be seen. Expect a full review of *The Lion King* soon.

Last, but by no means least, *Cannon Fodder 2* is scheduled for release in November. Stuart Campbell of *Amiga Power* infamy is the man responsible for the design of many of the levels of this game. So expect no quarter spared when we finally get the chance to review it.

If you haven't heard of *Cannon Fodder*, then you're probably dead. But just in case there are any dead people reading this, the player controls up to six little blokes who can be armed with rocket launchers, grenades, guns and various other weapons.

Tactics, strategy and some lateral thinking are all called upon to successfully battle your way through 72 levels of mayhem, carnage and extreme violence. And remember, 'War has never been so much fun'. *Cannon Fodder 2* will get a full review next issue. Probably.



THE LOST EDEN: The two pictures above are from this lovely-looking dino-based epic coming soon from Virgin.

THE LION KING: Everyone at Future Publishing got to see the film of *The Lion King* before it went on general release and we haven't stopped going 'Aaaah' ever since. Hopefully the game, which is one of the many Virgin/Disney releases, will be just as good.



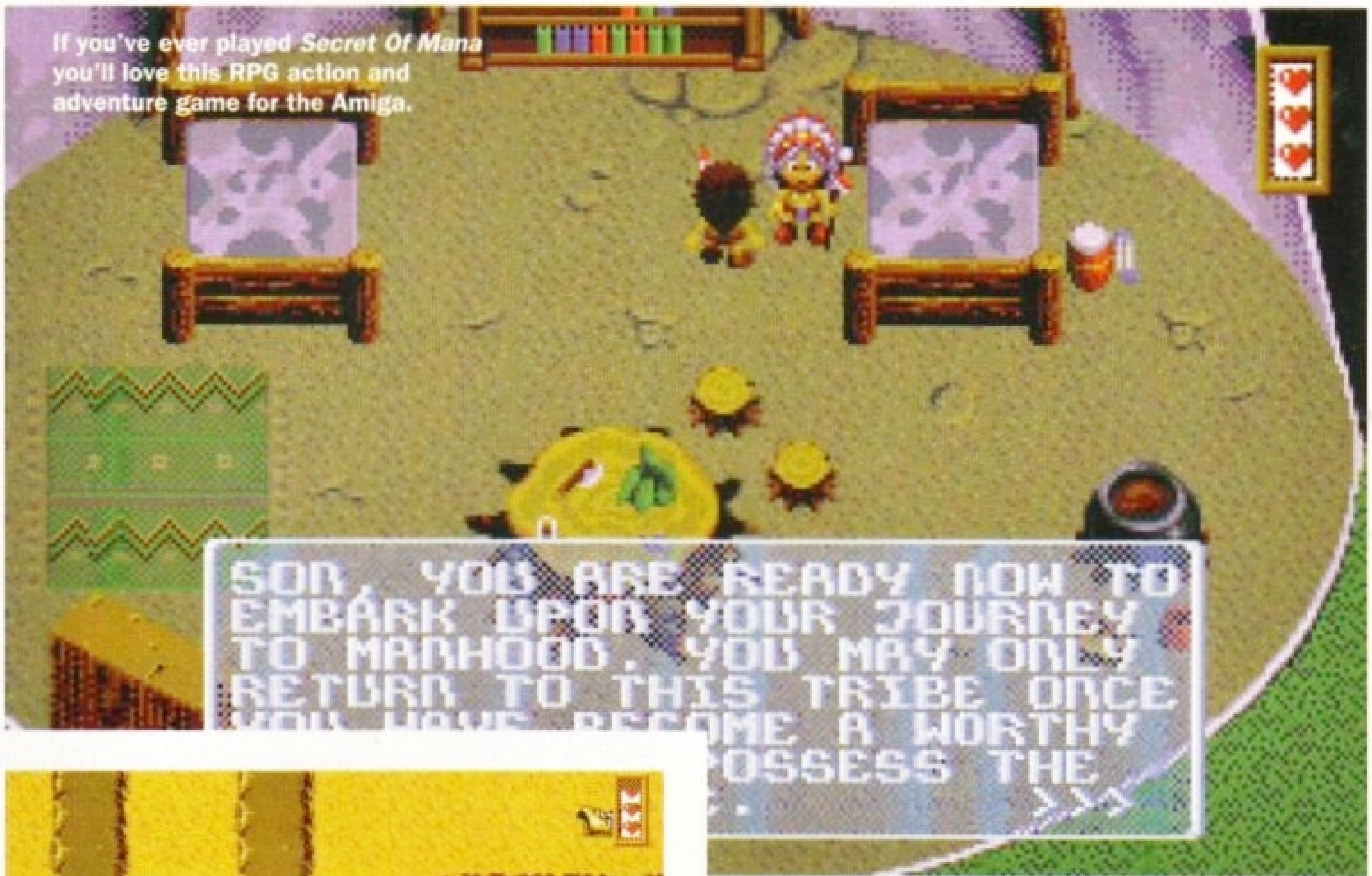




ALADDIN
THE LOST EDEN (CD^{32})
THE LION KING
CANNON FODDER 2

FROM: Virgin,
338A Ladbroke Grove,
London W10 5AH.
TELEPHONE: 081-960 2255
VERSIONS: A500, A600, A1200
RELEASE DATE: Nov/Dec
DEVELOPERS: Various
PRICE: £TBA

Work in progress LEGENDS



If you've ever played *Secret Of Mana* you'll love this RPG action and adventure game for the Amiga.



Legend promises to soften the heart of even the most hardened RPG hater.

Have you ever heard of the action RPG games *Zelda* and *Secret Of Mana*? Probably not, but anyway, they're Nintendo games which mix the traditions of role-playing with lots of scuttling around, killing baddies and picking things up. In other words, games that even the most fanatical haters of the standard RPG fare can enjoy. Krisalis have spotted this gap in the Amiga market and are currently working on a game called *Legends* which liberally combines folklore with zany humour.

Tim James of Krisalis explains: "The game is obviously inspired by *Zelda* and games of that ilk and as you would expect of a game called *Legends*, there is a large amount of folklore, albeit light-hearted surrounding the geographical locations depicted within the game. In the Pyramids level you will find a space invaders machine which has been beamed back by troublesome aliens and you can play an Egyptian version of space invaders with scorpions and weird hieroglyphics dancing across the sky."

Other areas to explore include the times of King Arthur and the American Indians. At one point, Bullseye's Jim Bowen turns up suggesting that things are literally 'super', 'smashing' and indeed, 'lovely'. *Legends* is shaping up very nicely and let's hope that the final version reflects the progress made.

* Krisalis have released a *Manchester United Premier League Champions* data disk with all the updated transfers and kit details. It's available now and costs £9.99.

LEGENDS
FROM: Krisalis, 47 Moorgate, Rotherham, South Yorks S60 2HD.
TELEPHONE: 0709 372290
VERSIONS: A1200 and CD32
RELEASE DATE: January 1995
DEVELOPERS: In-house
PRICE: £TBA

PINBALL ILLUSIONS



All of the tables are based on real-life arcade versions, Judge Dredd is just one of them.

The people responsible for the successful *Pinball Dreams* and *Pinball Fantasies* are 21st Century, and now there's going to be a third title to turn what was a duo into a trilogy. *Pinball Illusions* improves on all aspects of the previous two games.

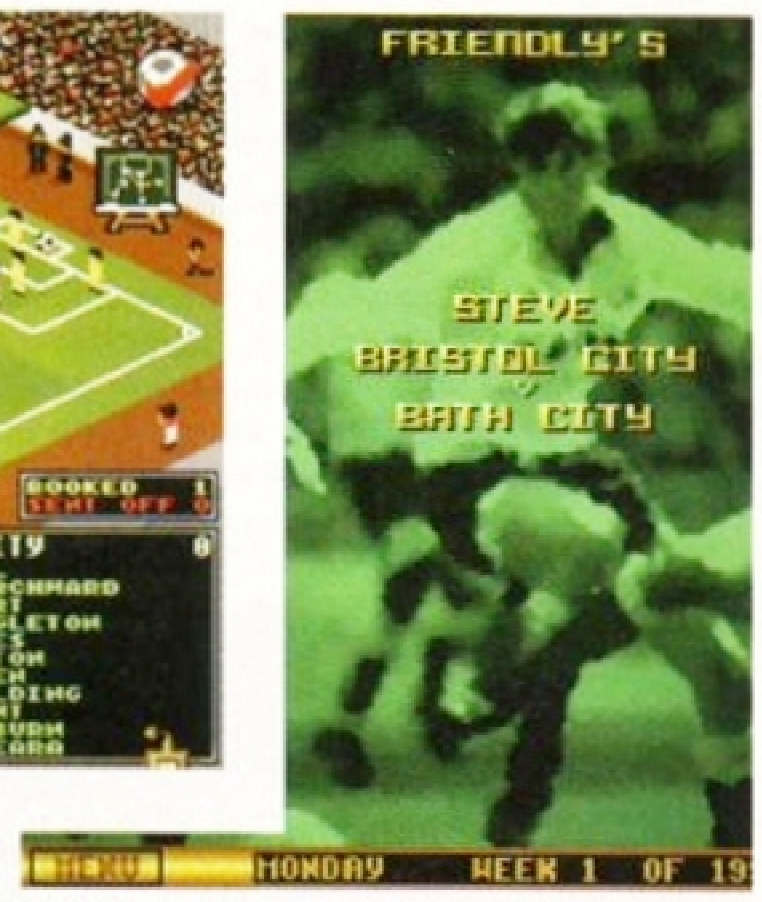
Firstly, it will incorporate multiball. The inclusion of this option is 21st Century's answer to one of the most requested features, absent from the other two games. The only problem with multiball is that it's incompatible with the two-screen-high table size. Half the time, you wouldn't be able to see where the balls were.

Thankfully, *Illusions* is AGA only and can be flipped between Hi and Lo-Res. The Hi-Res display lets you see most of the table and thus, all of the balls. This, we have been assured, makes the multiball feature completely useable. We'll be reviewing the game next ish. Look forward to it.

PINBALL ILLUSIONS
FROM: 21st Century, Westbrook Street, Blewbury, Oxfordshire OX11 9QB.
TELEPHONE: 0235 851852
VERSIONS: A1200, CD32
RELEASE DATE: October
DEVELOPERS: In-house
PRICE: £TBA

PREMIER MANAGER 3





Will the new *Premier Manager* be as popular as the second game?

And how long has *Premier Manager 2* been in the charts? About 20 times as long as that Wet Wet Wet song. Gremlin will be hoping that the latest incarnation, *Premier Manager 3* performs with similar pomp.

New features include a European transfer market and an icon-based isometric representation of matches so you can see exactly how your team performs on the day. You're even given an assistant manager to browbeat, sorry, help you out. It should hit the shelves, and the charts, shortly.

PREMIER MANAGER 3
FROM: Gremlin Interactive, Carver House, Carver Street, Sheffield S1 4FS.
TELEPHONE: 0742 753423
VERSIONS: A1200
RELEASE DATE: November
DEVELOPERS: In-house
PRICE: £25.99

CHARTS

Welcome to *Amiga Format*'s monthly round-up of the hottest Amiga games around.

TOP 10 BUDGET GAMES

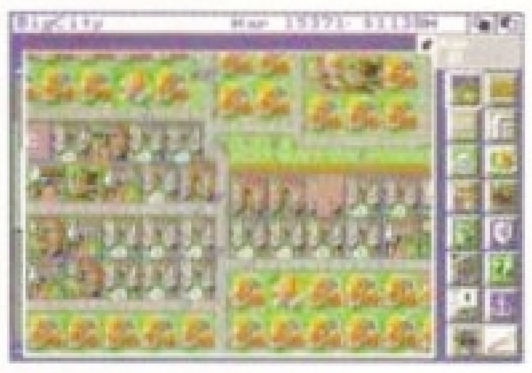
	Game	Rating
1.	Arcade Pool (Team 17)	FG94%
2.	Sim City Classic (Hit Squad)	83%
3.	Batman Returns (Gametek)	48%
4.	Champ Man: End of Season (Domark)	65%
5.	Battle Of Britain (Kixx)	Not re-reviewed
6.	Populous 2 (Hit Squad)	FG90%
7.	Faldo's Champ Golf (Grandslam)	FG90%
8.	Street Fighter II (Kixx)	9/10
9.	Body Blows (Team 17)	87%
10.	Monkey Island (Kixx)	9/10



ARCADE POOL: Top of the budget chart for months, this one's on a roll.



BATMAN RETURNS: Gotham City's finest makes the Budget Chart top three.



SIM CITY: Build the city of your dreams.

Top 10 A1200

	Game	Rating
1.	On The Ball: WCE (Ascon)	80%
2.	Banshee (Core Design)	FG90%
3.	Jurassic Park (Ocean)	70%
4.	Civilization (Kompart)	FG95%
5.	Kick Off 3 (Anco)	79%
6.	Alien Breed 2 (Team 17)	80%
7.	Brutal Football (Millenium)	79%
8.	Heimdall 2 (Core Design)	81%
9.	Detroit (Impressions)	69%
10.	Ryder Cup Golf (Ocean)	FG91%

Top 10 CD32

	Game	Rating
1.	Zool 2 (Gremlin Graphics)	FG90%
2.	Frontier: Elite 2 (Gametek)	FG91%
3.	Humans 1&2 (Gametek)	78%
4.	Simon The Sorcerer (Ad Soft)	67%
5.	Nigel Mansell (Gremlin)	73%
6.	Banshee (Core Design)	FG90%
7.	Heimdall 2 (Core Design)	81%
8.	Liberation (Mindscape)	FG91%
9.	Ult Body Blows (Team 17)	FG90%
10.	Gunship 2000 (Microprose)	FG92%

IN THE MAKING...

NOVEMBER

Game	Description
Alien Breed 2: Tower Assault (Team 17)	Completely revamped *Alien Breed*
Baldy (Mindscape)	God game involving folk bereft of hair
Battle Isle 2 AGA (Kompart/Blue Byte)	Get tanked up again
Cannon Fodder 2 (Virgin)	More mouse-controlled mayhem
Football Glory (Black Legend)	*Sensible Soccer* wannabe
King-Pin (Team 17)	Beat the bowling alley blues
Kingdoms Of Germany (Krisalis)	Much improved sequel to *Vikings*
KTM Motocross (Renegade)	Motorbike, mud, thrills and spills
Jungle Strike CD32 (Ocean)	Helicopters work to rule in leafy environment
NHL Hockey (Ocean)	Monstrously playable cart gets Amiga conversion
Pinball Illusions (21st Century)	*Fantasies* follow-up with multiball
Rise Of The Robots (Mirage)	Surely not due for release yet?
Sensible Golf (Virgin)	Top-down, check-trousered extravaganza
Sensible World Of Soccer (Renegade)	The be all and end all?
Super Loopz (Audiogenic)	*Pipemania*-esque puzzledom

DECEMBER

Game	Description
Cyberwar CD32 (SCI)	Virtually virtual reality. 3D shoot-em-up
Death Masque (Apache)	Blood addled first-person perspective shoot-em-up
Lemmings 3 (Psygnosis)	Can DMA improve on *Lemmings 2*?
Mega Race CD32 (Mindscape)	Looks great, but will it have the drive?
Mr Blobby (Millenium)	It may tickle you pink. It may not
Spherical Worlds (Black Legend)	Top-down view shoot-em-up
Skeleton Krew (Core Design)	3D isometric-perspective adventure
The Big End (The Hidden)	Another isometric-viewed racing game
Voyages Of Discovery (Black Legend)	Historical trade sim and strategy

JANUARY

Game	Description
Aladdin AGA (Virgin)	Adventures on carpets
Overlord (Virgin)	Fly the skies in World War 2
Powerdrive (US Gold)	Isometric rally racing sim
Shaq Fu (Ocean)	Basketballer beat-em-up
Skitchin (Ocean)	*Road Rash* on rollerskates
World Cup Golf (US Gold)	Multi-format walk in the country

THIS MONTH'S TOP 30 A500/A600





The top five games of the month: *On The Ball: World Cup Edition, Tactical Manager, Frontier: Elite 2, Sensible Soccer International* and *Lemmings 2* (not necessarily in that order). Football seems to be the most popular genre of game at the moment. But then again, when isn't it?

Pos. (Last)	Move	Game	Rating
1. (-)	New	On The Ball: World Cup Edition (Ascon UK)	80%
2. (3)	Up	Tactical Manager (Black Legend)	78%
3. (10)	Up	Frontier: Elite 2 (Gametek)	FG90%
4. (1)	Down	Sensible Soccer International (Renegade)	FG93%
5. (-)	Re	Lemmings 2 (Psygnosis)	FG94%
6. (2)	Down	Kick Off 3 (Anco)	79%
7. (4)	Down	Premier Manager 2 (Gremlin Graphics)	80%
8. (8)	Same	Cannon Fodder (Virgin)	FG95%
9. (6)	Down	World Cup Year '94 (Empire)	FG94%
10. (-)	Re	Brutal Football (Millenium)	78%
11. (11)	Same	The Settlers (Blue Byte)	FG94%
12. (9)	Down	K240 (Gremlin Graphics)	84%
13. (24)	Up	Jurassic Park (Ocean)	70%
14. (18)	Up	Graham Gooch Cricket (Audiogenic)	78%
15. (19)	Up	Beneath A Steel Sky (Virgin)	FG94%
16. (-)	Re	European Champions (Ocean)	69%
17. (6)	Down	World Cup USA '94 (US Gold)	48%
18. (23)	Up	Skidmarks (Acid Software)	FG90%
19. (13)	Down	A-Train (Hit Squad)	84%
20. (20)	Same	Zool 2 (Gremlin)	FG93%
21. (15)	Down	Starlord (Microprose)	Not reviewed
22. (16)	Down	Empire Soccer (Empire)	88%
23. (17)	Down	Wild Cup Soccer (Millenium)	Not reviewed
24. (12)	Down	Valhalla (Vulcan Software)	23%
25. (22)	Down	The Lotus Trilogy (Gremlin Graphics)	FG90%
26. (5)	Down	Sensible Soccer 92/93 (Renegade)	80%
27. (14)	Down	MUPLC (Krisalis)	81%
28. (-)	New	Detroit (Impressions)	69%
29. (-)	Re	Graham Gooch's Second Innings (Audiogenic)	80%
30. (-)	New	Ishar 3 (Daze)	72%

and there's BAD-



DER!

...BUT ONLY IN MUTANT LEAGUE HOCKEY ON YOUR AMIGA.

MUTANT LEAGUE HOCKEY
is a trademark of Electronic Arts.

OCEAN SOFTWARE LIMITED · 2 CASTLE STREET
CASTLEFIELD · MANCHESTER · M3 4LZ
TELEPHONE: 061 832 6633 · FAX: 061 834 0650

ocean

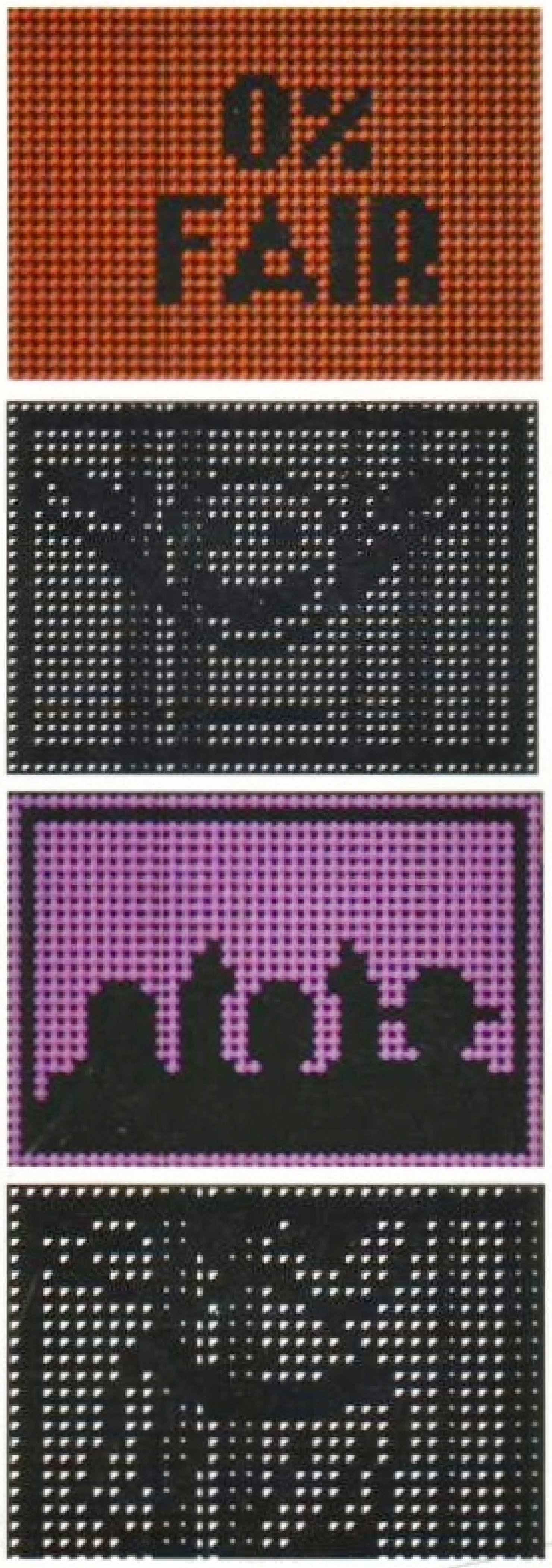
FIFA INTERNATIO



FIFA International Soccer is big business. Sponsors proliferate, yet this doesn't reflect on the price of the game. Go on all-out attack – it's endorsed by the Adidas Predator.



The white flash denotes the player in progression while the one outlined in red is, as you might expect, the nearest challenger. Note the poor chap writhing on the ground.



Goals go in and verily, the scoreboard doth light up in a startling variety of colours.



Coverage relates to how far the three facets of your team steal forward.

EA's massive-selling footie sim is here. But is it in the same league as *Sensi*?

So here it is then. The football game that many say is superior to *Sensible Soccer*, the game that sold truckloads on the SNES and Mega Drive, the game with the 'unique' isometric, looks-a-bit-like-it's-on-telly view. And boy have we been looking forward to seeing it.

So we load up the three disks – it takes an age – then after all the messing about, we instead install it on to the hard drive. That's better, not much waiting around now. A quick blast through the manual just to check out a few details and we're off. England verses Wales, Bugs clutched in perspiring palms, tension almost unbearable.

Just a minute, what the bloody hell is going on. "I don't know what I'm doing," cries the Tall Scotsman McGill.

"Neither do I," retorts your correspondent, with some anguish. And then: "Brilliant goal Steve," exclaims the Scot, "the way you produced that back flick, overhead kick and 40 yard volley into the back of the net was outstanding." "Ahem, er, yes, it was pretty clever wasn't it," I return, with a distinct lack of conviction. Yes, my first impression of *FIFA International Soccer* is that it's a mite confusing.

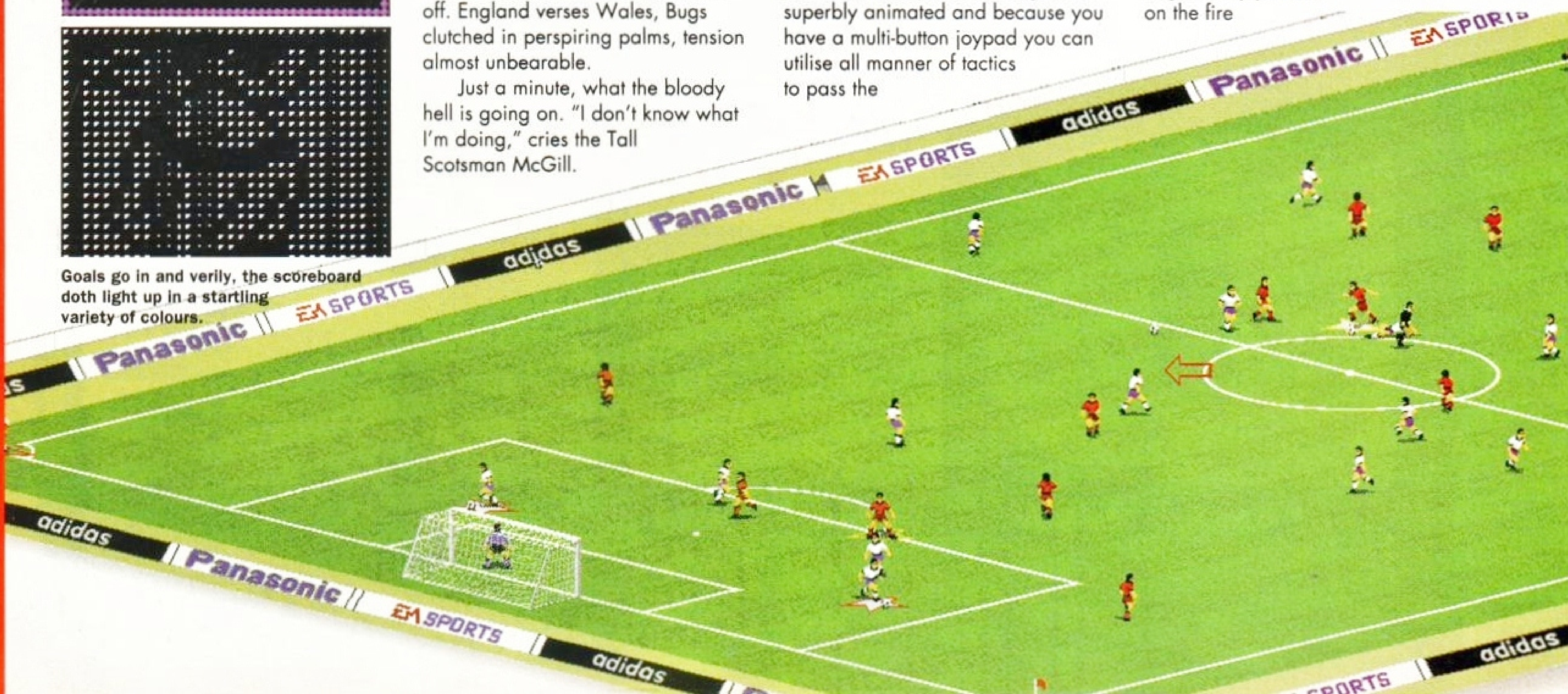
At the end of the day

But feast your eyes on those big sprites. And those hoardings give a real feel for the game. Hey, and if you choose all-out attack, you find to your delight that you are sponsored by Adidas Predator football boots. This game is BIG business.

As a console game *FIFA* is excellent. The sprites are huge and superbly animated and because you have a multi-button joypad you can utilise all manner of tactics to pass the ball, hoof it down the pitch and shoot. Although the graphics aren't as good as the other versions, the Amiga *FIFA* is still most personable.

No, the problems arise when you actually get down and play the game with your one-button joystick, which, of course, the majority of Amiga games players have. Keeping possession of the ball isn't easy for a start – it's reminiscent of playground football with crowds of players chasing after the ball.

Accurate passing is also tough – you can't knock the ball straight to a teammate's feet using a particular joystick manoeuvre; and because you have to hold the fire button and then release, judging the pace of the pass takes plenty of practice. Which brings me nicely to shooting. Running towards the goal, your finger firmly pressed on the fire



NAL SOCCER

button, you're ready to unleash a howitzer. Occasionally the ball flies into the onion bag; other times it seems you are just passing the ball to the keeper. It takes practice.

Yet *FIFA* can be spectacular and you can perform the most dazzling moves of any Amiga football game. Backheels are a delight, diving headers splendid and overhead kicks simply glowing, but perfecting them is a mountainous challenge.

The game is best played with a joypad or two-button joystick where you can use one button to slog the ball upfield, not an option with only one button to play with.

It's only a game

Options? This game is blessed with them ranging from different competitions to varying formations and strategies. Not wanting to bore with explicit detail, it's suffice to say that the most interesting are the game types where you can play Action or Simulation. In Simulation, your players tire during the game affecting their passing and shooting ability. Also noteworthy is the option for the goalkeepers to be manually or computer controlled.

So what can *FIFA* offer to the Amiga footie game fan; the one who already has *Sensible Soccer*, *MUPLC*, *Empire Soccer* and the rest? Well, it looks superb, although the scrolling isn't quite silky smooth, and the ball tends to drift off screen at times. The sound is tinny – the chants are nicked from Sheffield Wednesday and the ground reverberates to the speeded-up sound of: 'We love you Wednesday, we do,' 'Tricky Trev's barmy army'



The finest-looking formation has to be the long ball – three huge arrows denote this tactic. The more subtle among us choose the Christmas Tree formation. But not here.



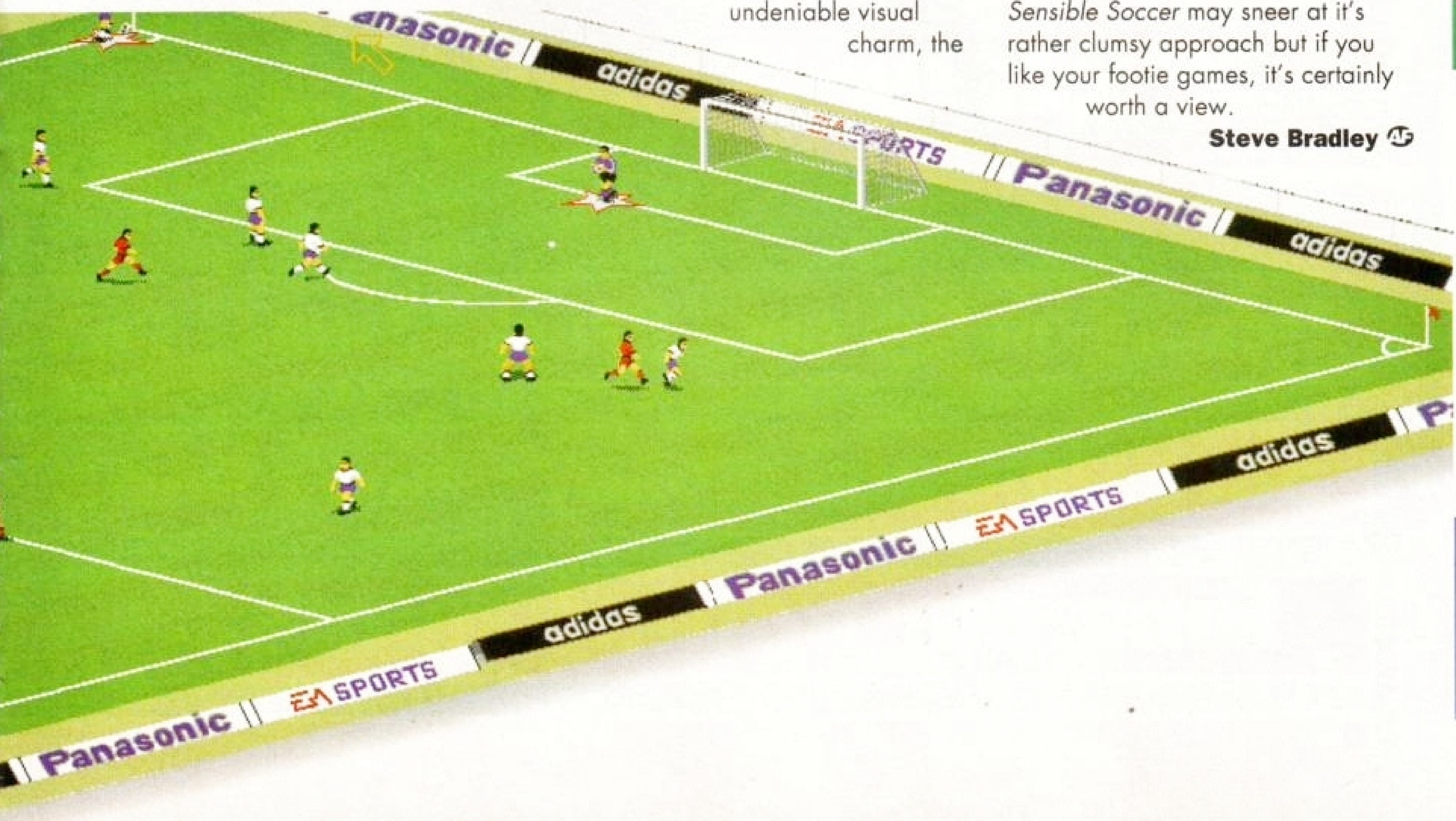
All the teams have differing abilities and Tom Stone kindly explains the merits of the participating squads. If you want real strength, plump for the Germans.

and that horrible Italian opera tune that they hum. Ho hum.

You can't play a quick passing game like in, say, *Sensi*, nor does it have the speed and quirkiness of *Empire Soccer*. No *FIFA* is a game that has to be learned, a game that you must persevere with to get the best out of because, for all its undeniable visual charm, the gameplay is a struggle to come to terms with. Despite this misgiving, it can be a thrilling ride, particularly when you manage an outrageous goal and glance smugly toward your aghast opponent.

FIFA makes the top 10 Amiga football games. It won't be everyone's cup of Bovril and fans of *Sensible Soccer* may sneer at it's rather clumsy approach but if you like your footie games, it's certainly worth a view.

Steve Bradley



FIFA INTERNATIONAL SOCCER



PROGRAMMERS
Visual Science

PUBLISHER
Electronic Arts 0753 546465

PRICE
£29.99

RELEASED
November

REQUIREMENTS
Hard disk installable

GRAPHICS
Huge, well-animated sprites and the best-looking terracing of all Amiga football games.

SOUND
Crowd noise is a tad 'white'. The chants sound like they're coming from a Sheffield urinal.

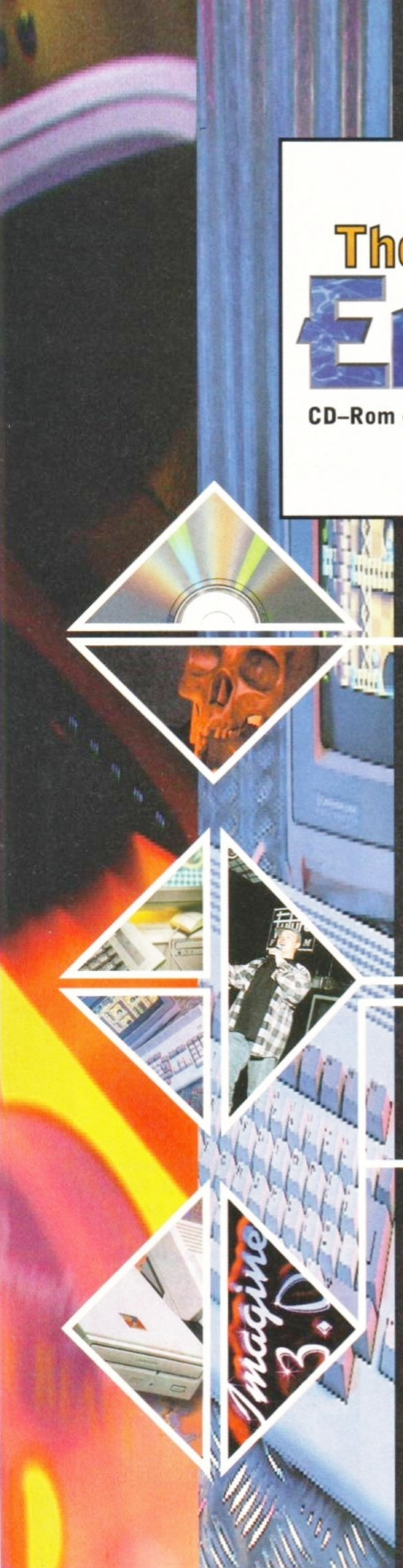
ADDICTION
You look at this game and you want it to be good. Spectacular goals should hold your interest.

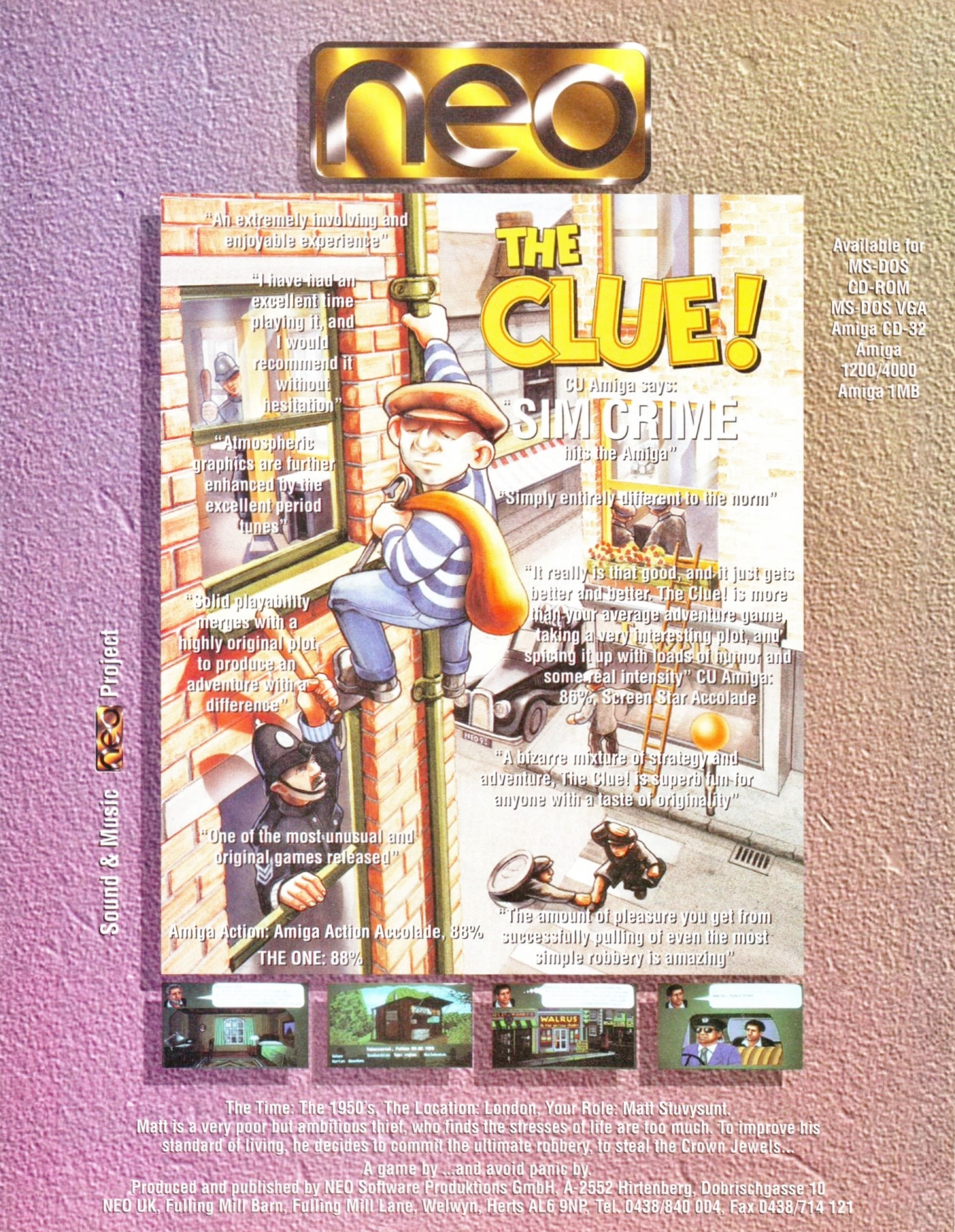
PLAYABILITY
It's an odd game. Some will take to it, others will reach for the *Sensi* disks immediately.

VERDICT

"Even experienced Amiga football fans will take time to pick up *FIFA*, but it should be worth it. It's big, it's hard and it's clever."

79%




neo
"An extremely involving and enjoyable experience"
"I have had an excellent time playing it, and I would recommend it without hesitation"
"Atmospheric graphics are further enhanced by the excellent period tunes"
"Solid playability merges with a highly original plot to produce an adventure with a difference"
"One of the most unusual and original games released"
Amiga Action: Amiga Action Accolade, 88%
THE ONE: 88%
THE CLUE!
CU Amiga says:
"SIM CRIME hits the Amiga"
"Simply entirely different to the norm"
"It really is that good, and it just gets better and better. The Clue! is more than your average adventure game, taking a very interesting plot, and spicing it up with loads of humor and some real intensity" CU Amiga: 86%, Screen Star Accolade
"A bizarre mixture of strategy and adventure, The Clue! is superb fun for anyone with a taste of originality"
"The amount of pleasure you get from successfully pulling of even the most simple robbery is amazing"
Available for
MS-DOS
CD-ROM
MS-DOS VGA
Amiga CD-32
Amiga
1200/4000
Amiga 1MB
Sound & Music neo Project
WALRUS
The Time: The 1950's, The Location: London, Your Role: Matt Stuvysunt.
Matt is a very poor but ambitious thief, who finds the stresses of life are too much. To improve his standard of living, he decides to commit the ultimate robbery, to steal the Crown Jewels...
A game by ...and avoid panic by.
Produced and published by NEO Software Produktions GmbH, A-2552 Hirtenberg, Dobrischgasse 10
NEO UK, Fulling Mill Barn, Fulling Mill Lane, Welwyn, Herts AL6 9NP, Tel. 0438/840 004, Fax 0438/714 121

GUARDIAN

Get to grips with Acid Software's new 3D shoot-em-up. But is it the saviour of the CD32 or just another vector graphic blaster with knobs on?



Sweeping low across an alien waterworld, I successfully avoid the onslaught of alien fighters only to run into a big building. Doh!

There's something of a retro movement on at the moment in the games arena. Old classics are being exhumed, dusted off and flogged to a new generation of games players, unfamiliar with their ancient appeal.

The likes of *Space Invaders*, *Pac-Man*, *Pitfall*, *Galaxians*, *Tempest* and *Asteroids* have all been tarted up, renamed and repackaged for the 90s. The linking theme in all these games is their simplistic playability – there are no extensive menus to negotiate, no complex missions to complete, no overblown FMV sequences to endure – just pure, balls-out playable action.

And this is where *Guardian* scores highly. Ignoring any plot pretensions, all you have to do is shoot things. OK, there are certain things which you must shoot, some things you shouldn't shoot, and other things that you can shoot if you want to. But, basically, there are things, and you shoot them.

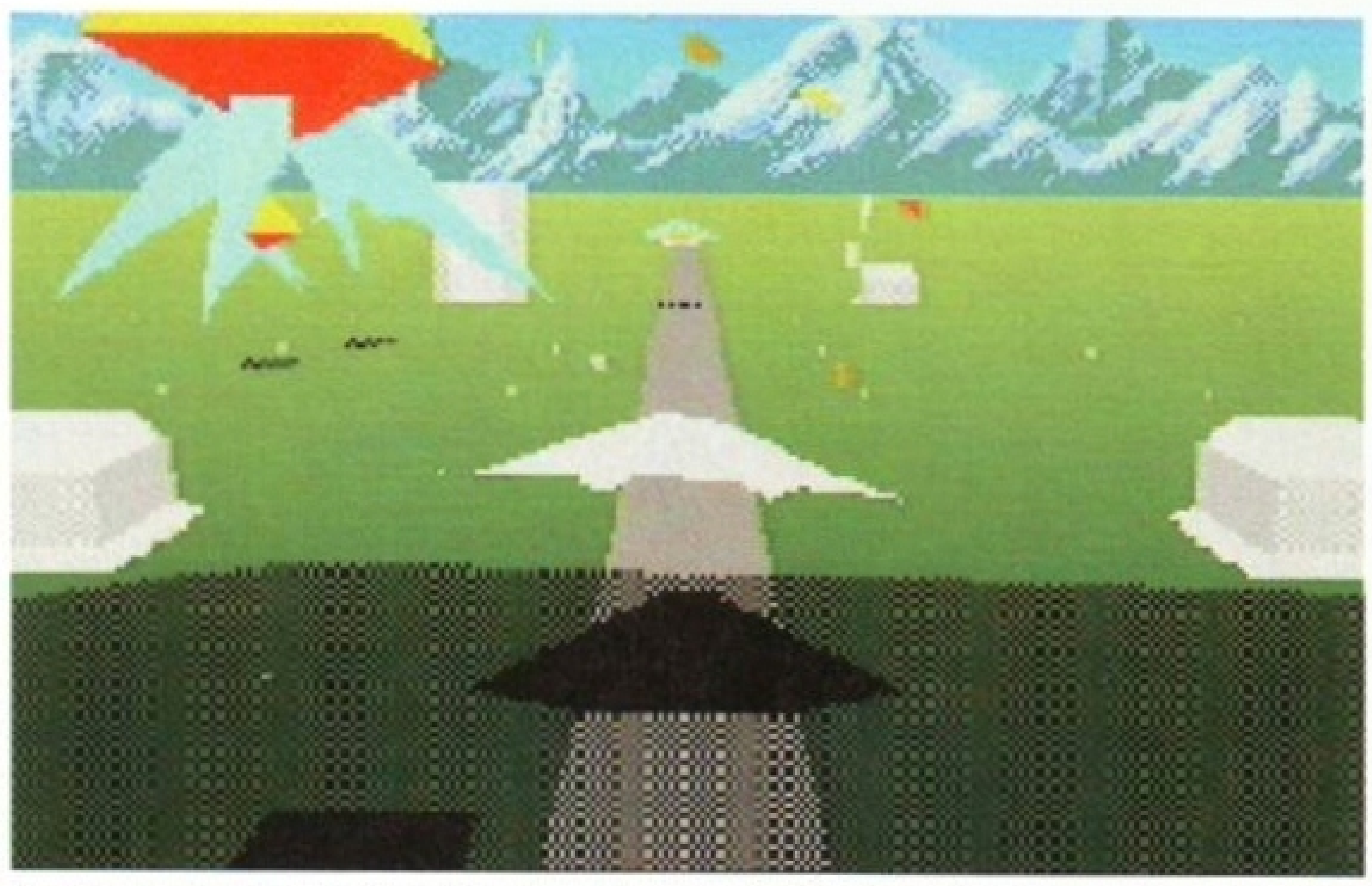
Although immediately reminiscent of *Starwing* on the Super Nintendo, the gameplay is actually closer to a 3D *Defender*, in that you simply have to destroy all the enemy bombers to complete each stage. Your ship also flips direction (a bit over-dramatically it has to be said) in true *Defender* style.

And that's about all there is to it. Clear all the bombers, pick off the remaining stragglers and then zoom off to the next stage. Obviously things become increasingly hairy as you progress through the game: new, more aggressive enemies are introduced and you're occasionally tasked with entering the alien mothership for a little target practice.

Once you get to grips with the controls (you have to manipulate the joypad and all six buttons simultaneously) *Guardian* opens up and turns into quite a pleasing little shoot-em-up. The action is unrelenting and since the confusing 3D gameworld, merciless enemies and cumbersome controls conspire to make *Guardian* quite tough, clearing a level of baddies is all the more satisfying.

Blinking 3D

But there are quite a few things that I remain unimpressed with. For a 32-bit machine, the 3D isn't really that impressive: objects blink in and out of existence rather than gradually increasing in size as they approach. And it's not as if



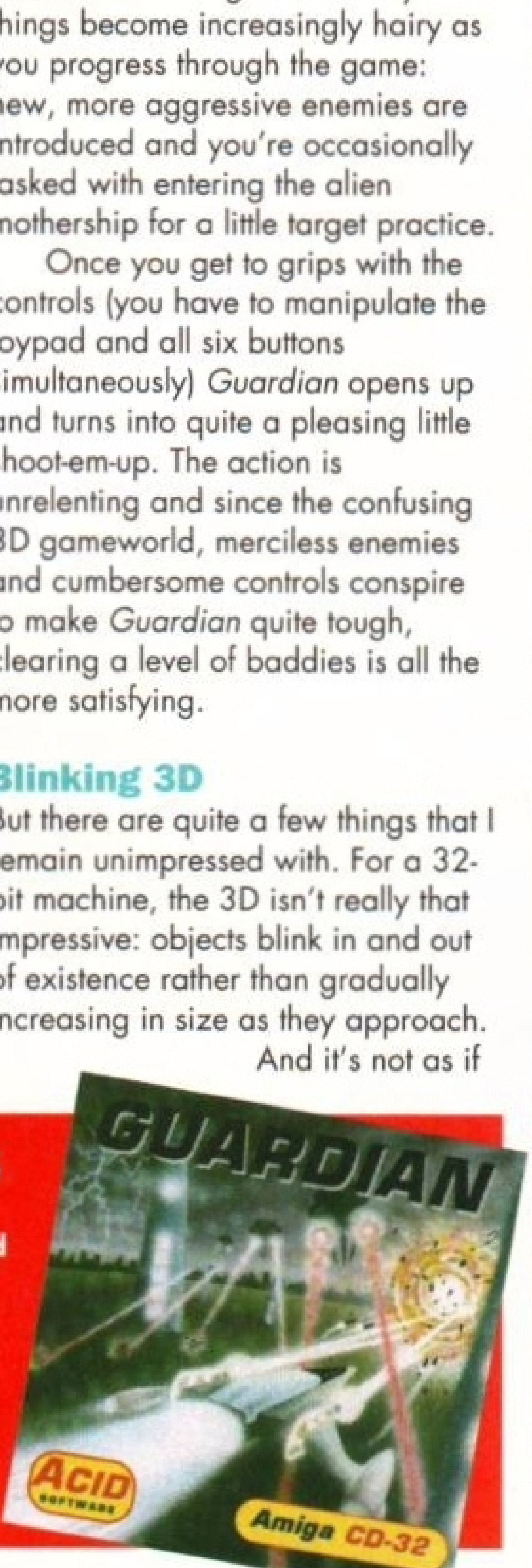
Those spiky red and yellow things are the dreaded bombers. And every single one of them must be destroyed or else you get to play the same level for a very long time.

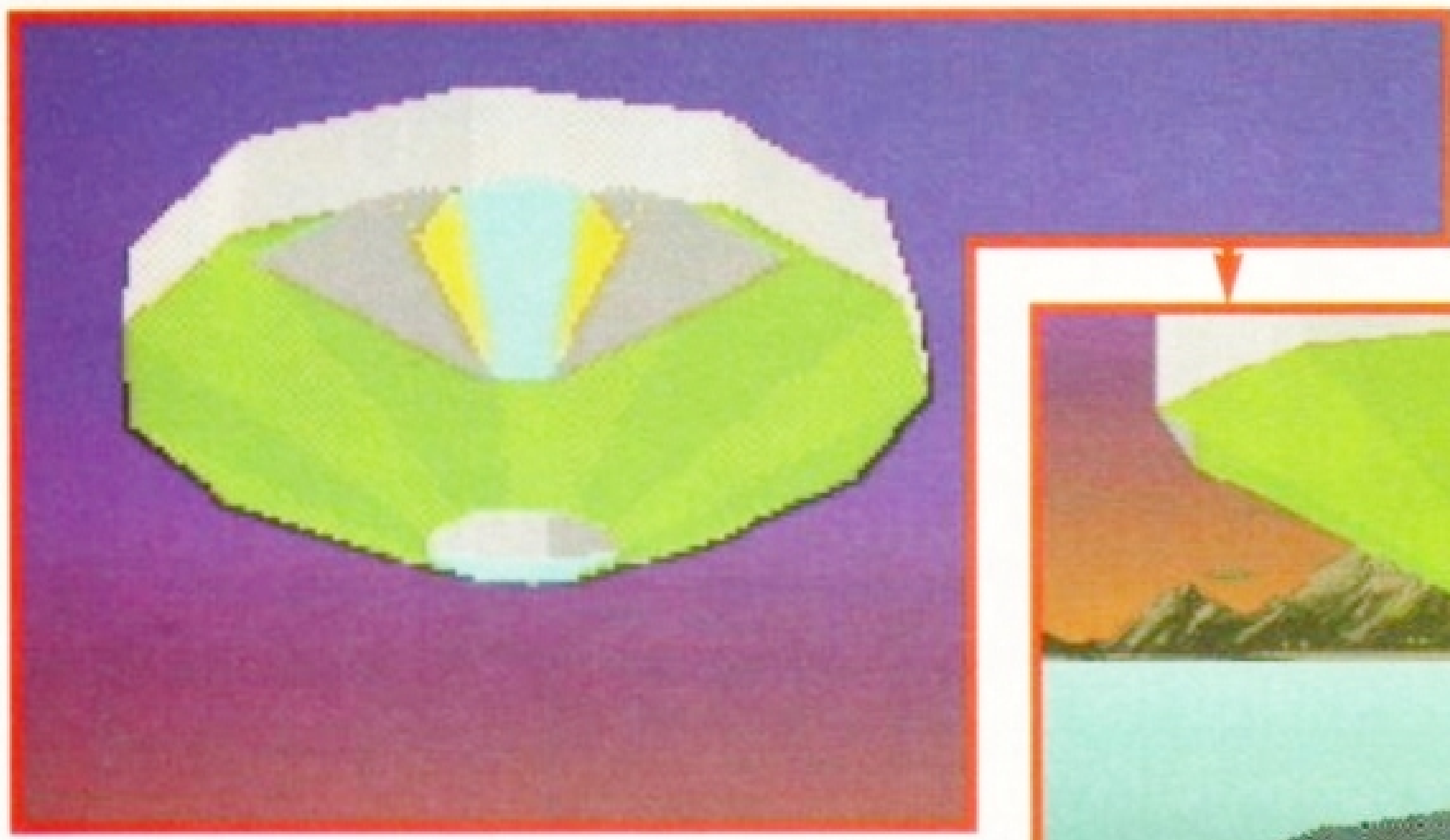


You can adjust your camera angle, so that you could play the game, for instance, looking at your ship from the side. A neat, though utterly useless, touch.

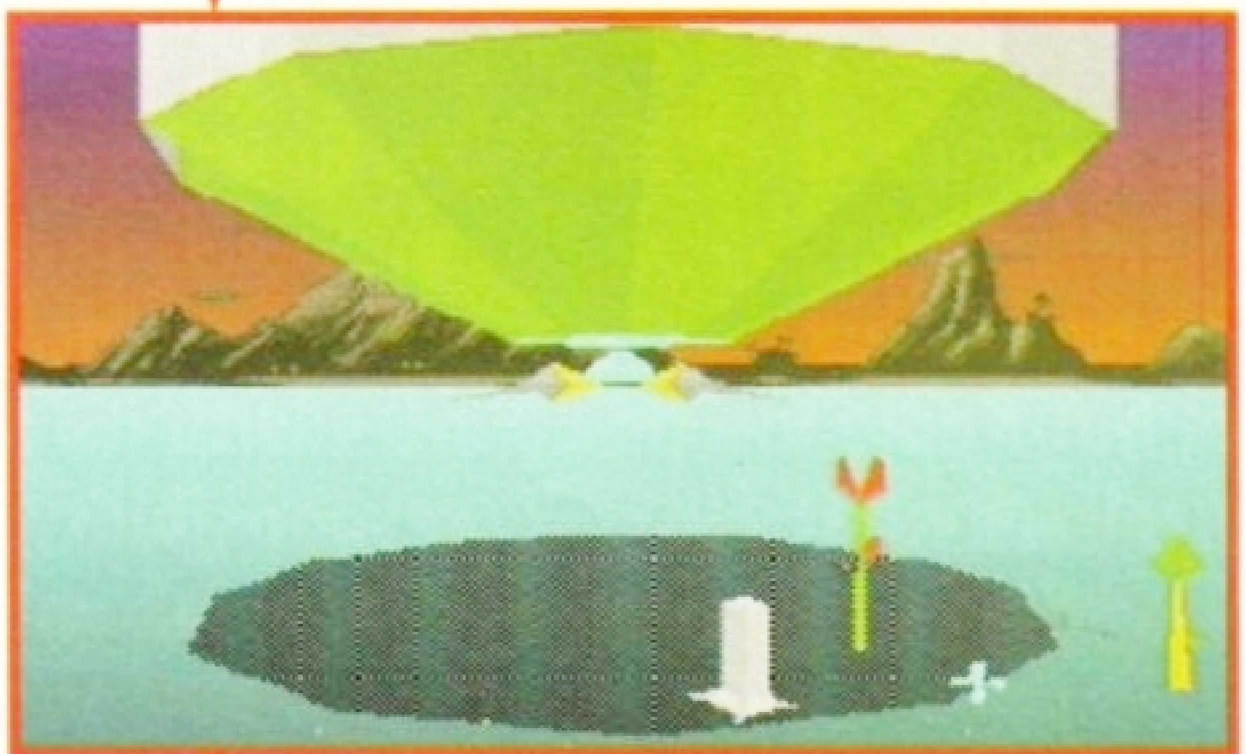
STUNNING GRAPHICS

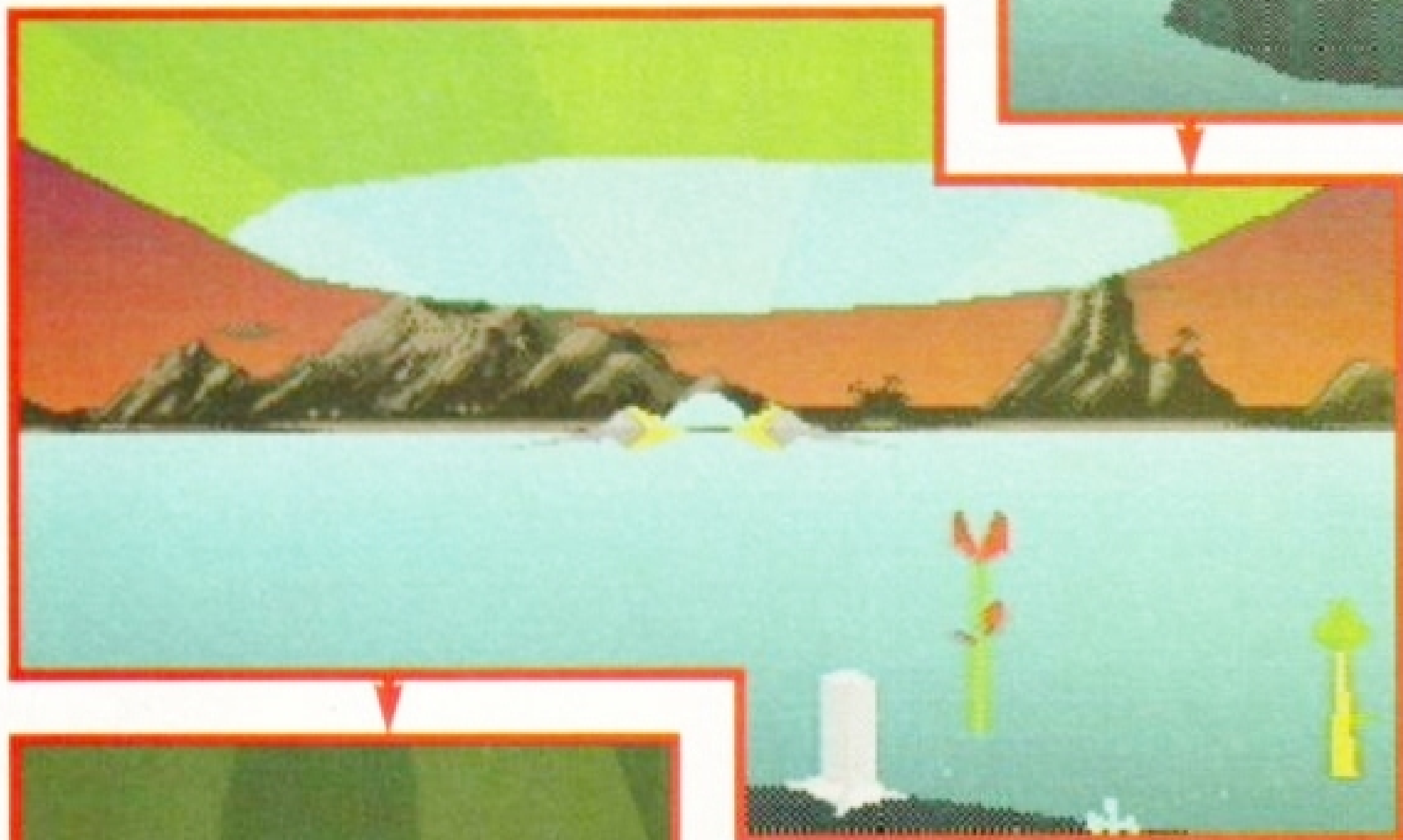
It seems a little ironic that a game with such glorious visuals as *Guardian* should boast, quite possibly, the worst ever packaging in the Universe (that's the offending article on the right). The A1200 version – which is due out in December – will hopefully be snuggling in a big box bearing an image *not* created by Washoe the Chimpanzee.





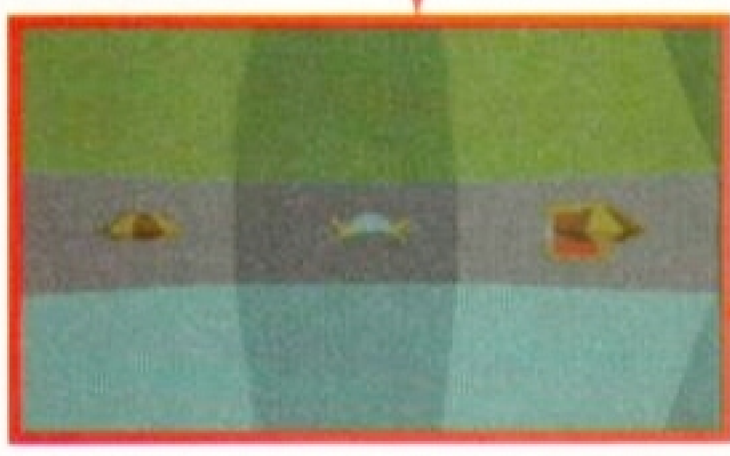
Once you've cleared the planet of enemy fighters, it's time for the alien mothership to feel the wrath of your lasers...





You're warned that your vessel is in the grip of a tractor beam. Moments later you're dragged up into the bowels (urk!) of the mothership, and it all goes dark...





Inside the spinning mothership you have to pick off the, er, square things and attacking aliens (I just put the autofire on and left my ship where it was). Once all the squares have gone, you fly out the top as the enemy behemoth explodes!

any of the craft and buildings are that complex – there isn't even any texture mapping going on.

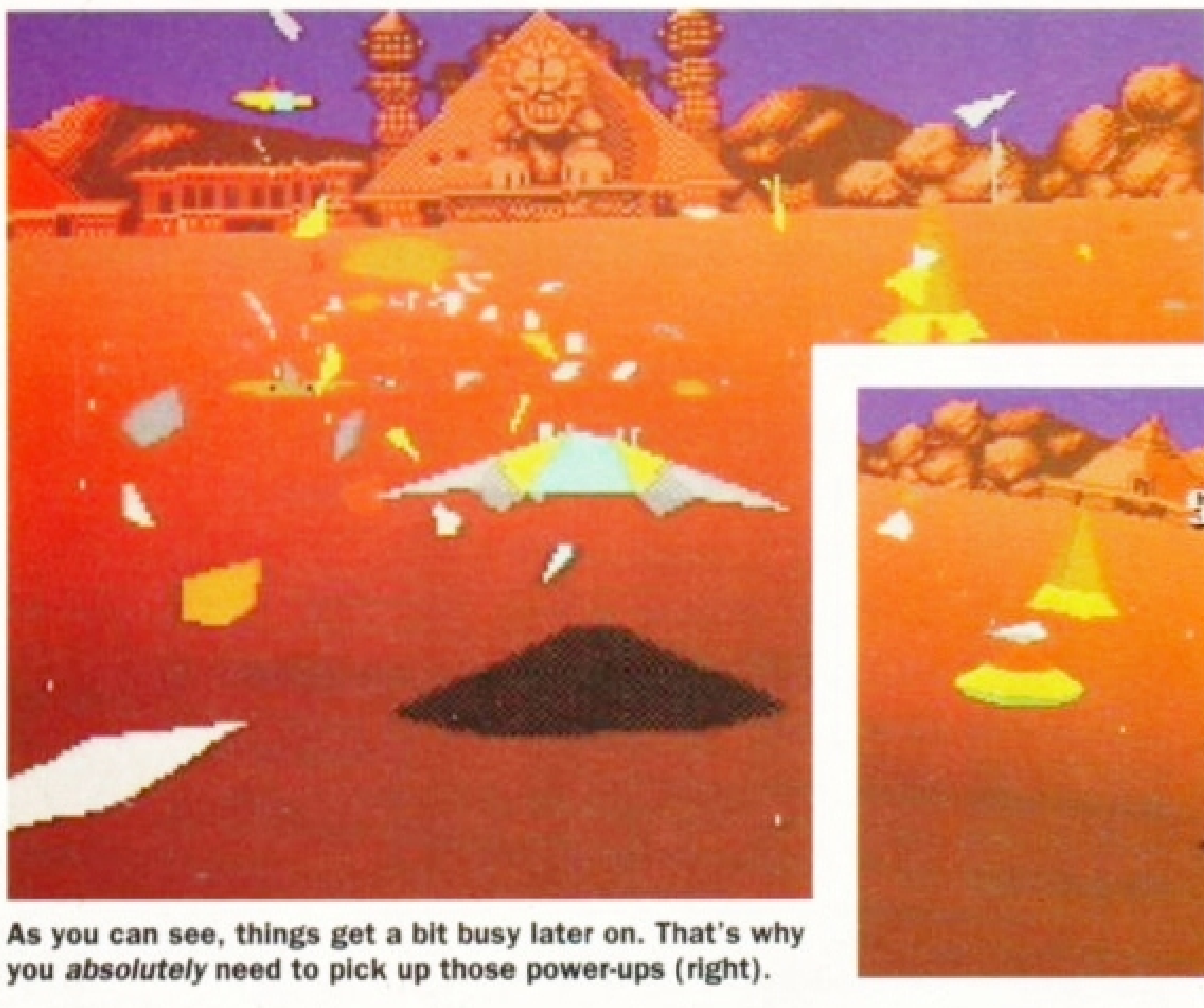
When things get busy (which is pretty often) the slow-down is surprisingly bad, and as the frame rate drops so too does the craft's controllability (you're constantly under or over-steering), and your ship wasn't exactly well-behaved to begin with

There are also a few flaws in the game structure, such as the lack of passcodes (you'll get bored of blasting your way through the early sections to get to the more exciting later ones), and picking up those vital power-ups could be easier: Every now and then, recently demised bombers leave behind a coloured star representing a homing missile, shield refuel or laser upgrade. But steering into them in the heat of battle is a tad tricky and the little blighters conk out after a few seconds. The number of times I homed in on a star just as it disintegrated... like getting to the phone as it stops ringing. Very annoying.

"And as the frame rate drops so too does the craft's controllability"

Having said that, *Guardian* still has plenty to recommend it. For starters it's one of the few CD32 dedicated games in existence, and will find favour with gamers wanting more than a straight Amiga port. The graphics are very colourful, and the CD soundtrack is good 'n' heavy. *Guardian*'s not going to set the gaming world alight, but it'll no doubt warm your CD32 up a bit.

Steve Jarratt



As you can see, things get a bit busy later on. That's why you *absolutely* need to pick up those power-ups (right).



GUARDIAN



PROGRAMMERS
Mark Sibly, Hans Butler, Karl Stevens, Rik Jones

PUBLISHER
Acid Software
01302 890000

PRICE
£29.99

RELEASED
Out now

REQUIREMENTS
CD32-compatible CD-ROM drive

GRAPHICS
Surprisingly basic 3D – although the colours are gorgeous, and later levels do get very busy!

SOUND
The shiny silver platter is responsible for some very tasty soundtracks; the effects are fine.

ADDICTION
Tough to control, hard to master but all the more addictive. Passcodes would have helped.

PLAYABILITY
Dogfighting alien saucers while hurtling around buildings can be a real adrenaline surge!

VERDICT

" Just what action-loving CD32 owners have been pining for. Not quite the all-time console classic it could have been, but pretty damn close "

88%

THE AMIGA POWER CONTENT-O-GENERATOR®

You know, people often phone us up and say, "Hello AMIGA POWER. We realise that you're the mightiest beings ever to produce a computer games magazine, but riddle me this – how come you can never tell us what's in the next issue?" And we say, "Errrr."

Fortunately, science has the answer – and the answer is the AMIGA POWER CONTENT-O-GENERATOR®. Easy to construct and simple to use, with its aid YOU can relieve us of moral responsibility by predicting YOURSELF what YOU think will be in the next issue. So take it away. You soppy young things you.

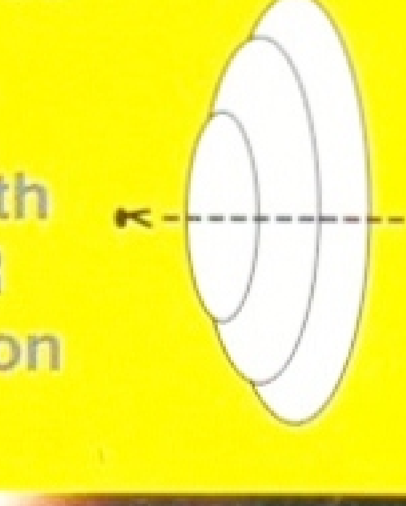






ASSEMBLY INSTRUCTIONS

1. Glue these pages to thin card.
2. Get a responsible adult to help you cut around the three dotted lines.
3. Align the circles and fasten through the centre.
4. Turn each wheel at random and read from the middle outwards to produce hours of fun and excitement.
5. You know... for kids.
6. Buy issue 43 of AMIGA POWER from Thursday 20th October to compare YOUR randomly-conceived version of events with OURS.





DAVID BADDIEL & FRANK SKINNER
FANTASY MANAGER
Playtime SOFTWARE
ANCO
EXCITING FEATURE PACKED GAME INCLUDES TEN PLAYING FORMATIONS WHICH AFFECT YOUR RESULTS
BUILD YOUR OWN DREAM TEAM TO PLAY AGAINST REAL PREMIER LEAGUE CLUBS AND THEIR ACTUAL PLAYERS
You've watched the TV programme but can you play the computer game?
Top soccer pundits Baddiel and Skinner bring you the first truly interactive football game.
Live out your football fantasies then turn them into reality.
Settle soccer arguments instantly - Fantasy Manager will give you clear, objective and measurable ratings of your managerial judgements.
Up to 15 players at a time can battle it out to sort the managerial maestros from the total turnips.
Always thought you could beat the experts? Now you can prove it. Will your £25 million build a dream team or will you only manage a nightmare?
600 PREMIER LEAGUE PLAYERS - BUY AND SELL TO MANAGE YOUR WAY OUT OF TROUBLE
TWO GAMES FOR THE PRICE OF ONE 93/94 AND 94/95 SEASONS
FANTASY MANAGER
A
IBM PC . PC CD ROM
CBM AMIGA . CD32
ALL VERSIONS £29.99
WARNING
THE UNIQUE 15 PLAYER OPTION CAN TURN YOUR FRONT ROOM INTO A FOOTBALL TERRACE
© 1994 Playtime Software Published by Anco Software Ltd, Unit 7, Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Tel: 0322 292518 Fax: 0322 293422

It's a fight for survival against alien invaders from outer space. This is no time for showing mercy..

UFO ENEMY UNKNOWN

Whether you're a keen UFO watcher or a Nick Veitch sceptic who thinks that all extra terrestrials are really weather balloons used by the FBI to spy on hapless nations, one thing's for sure – UFOs always capture the general public's imagination.

UFO: Enemy Unknown from Microprose is a game guaranteed to set your phasers to stun no matter what side of the aliens from outer space theory you believe in.

Mix and match

UFO manages to combine, shape and meld several game genres to produce a thoroughly entertaining, thought-provoking, reactive, pro-active and strategic gaming experience.

Programmed by Nick and Julian Gollop of 8-bit *Chaos* and *Laser Squad* fame, *UFO: Enemy Unknown* embraces elements of the latter. That is, the main action is turn-based – you move first, followed by the alien.

There now follows a short description of the game from boot-up to assembling an interception squad for the aliens who've landed on Earth.

The first screen you see is the Geoscape. It's a large, round,



The Geoscape is your main control system. It's functional, easy to use and nice to look at.

textured 3Dish representation of planet Earth. It can be rotated a full 360 degrees in any plane of latitude and longitude. In other words, you can centre on any part of the globe so that it appears in the middle of the screen. From there the section that's been centred on can be zoomed into or out of.

Base control

Your first task lies in the placement of a base which is your UFO early warning detection station. It hosts all the amenities required for efficient early warning and interception of UFOs: living quarters for personnel, hangars for interception aircraft, research laboratories, detection radar, and a whole host of other essential facilities.

Ideally, the base should be placed in a land-locked area. This way, when a UFO is



The Interceptor is the best craft that Earth has to deal with the alien threat. They're not always good enough. So be warned.

detected and shot down, the wreckage is more likely to be recovered by your clean up crews of shock troops.

This is where the game's *Laser Squad* element comes in. But rather than use the old top-down style of the original *Laser Squad*, the Gollops have opted for a more satisfyingly solid 3D isometric view. And very effective it is too. The graphics are lush, aesthetically pleasing, beautiful and, er, they look good as well.

Sabre Team players will recognise the tactics and strategies needed to neutralise the alien invaders. Line of sight, limited movement, return fire, use of cover, minimisation of risk, effective use of weapons, personal armour – they are all there to be exploited, refined and perfected. The task of defending the Earth isn't an easy one.

Fatal progression

Moreover, your soldiers improve with every successful mission they take part in. You start off with some rookies. Each one with his own name. As they improve, they become more resilient and more accurate with their weapons. And they progress through the ranks with each successful mission. You can't help but become attached

FLOOR BY FLOOR ACCOUNT

In order to make sure that you can view buildings, craft, aliens and the like from different heights, *UFO* lets you view from various levels above the ground. Here we see a ground, first and second floor view of a Skyranger that has flown to an alien crash site.







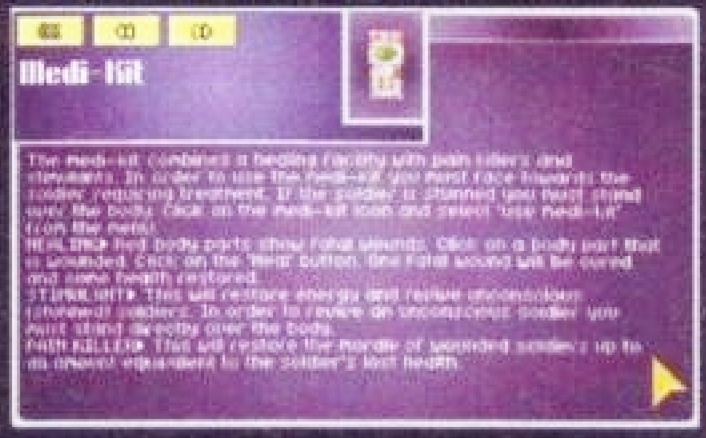
RESEARCH AND DEVELOPMENT

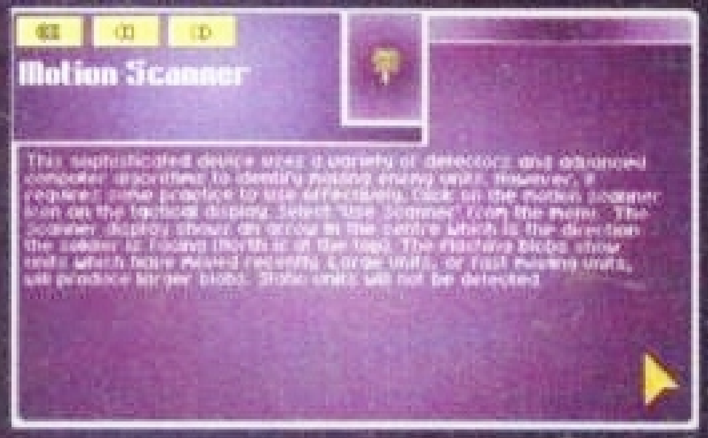
Weapons, armour and functional utilities such as Medi-kits can be researched and manufactured by your scientists and engineers respectively. Their success is absolutely vital, otherwise you lose the game. Therefore, new weapons and alien artefacts must be researched continually.













Covering each other's backs while steadily moving forward is the best tactic when searching for hidden aliens.



Additional equipment and sundries can be added to the Skyranger if needed.



Stand offs, cautious attacks, patrols and aggressive attacks on UFOs are all ordered from here.

to them. Which at times can be a bit of a bind. I had to leave the office for a few minutes after I lost Sergeant Henri Coicaud. He was ambushed by a couple of the aliens while on a lone wolf mission. He will be sorely missed by all.

Although the missions are generated randomly, they increase in difficulty very quickly and the aliens use progressively more dangerous and effective technology. To counteract this, you can recruit scientists and carry out research.

" Soldiers improve with every successful mission they take part in. "

As soon as the research is finished – it may be on developing a new laser pistol, for example – you can manufacture that item with some of your engineers. Your scientists can also engage in evolutionary analysis – from laser pistol to laser rifle, for example.

Experimentation and manufacture is the crux of the game. In order to win, you have to build a spaceship that will travel to Mars and let you take the aliens on in their own environment. To do this, alien technologies must be exploited and made best use of.

And the game starts to get pretty exciting as soon as some of the heavier weapons and artefacts become available to you. There's nothing more satisfying than downing an alien with only one shot from a laser pistol or a rifle when it would have taken two or three shots to finish him off with standard equipment.

Jack of all trades

Basically, you've got to be all things to all people – strategist, technician, financial manager, warrior, leader and ultimately, saviour of the world.

The mechanics of the game that let you realise this rather lofty ambition are everything we've come to expect from Microprose – slick, unobtrusive, well thought out, logically laid out and very challenging.

The Geoscape is lovely, it handles easily and lets you get on with the game. The bases are extremely easy to build and modify, with many features included that you wouldn't have thought necessary until you start using them. And most of all, the tactical section is genuinely tension-building. Especially when you grow attached to your little blokes and can name them all personally.

Because of the sheer quantity and quality of the choice of games on the Amiga market, you never really go back to them for another play unless it's for a feature or something – or unless a game is exceptionally good. *UFO: Enemy Unknown* is one I'll go back to again and again. Highly recommended.

Steve McGill

UFO



PROGRAMMERS
Nick and Julian Gollop

PUBLISHER
Microprose
0454 326532

PRICE
£34.99

RELEASED
Out now

REQUIREMENTS
Hard disk installable

GRAPHICS 1 2 3 4 5 6 7 8 9 10
The Geoscape looks so lovely that you feel obliged to save the Earth from the aliens.

SOUND 1 2 3 4 5 6 7 8 9 10
Top-notch sound effects for the music and the soldiers walking about and shooting.

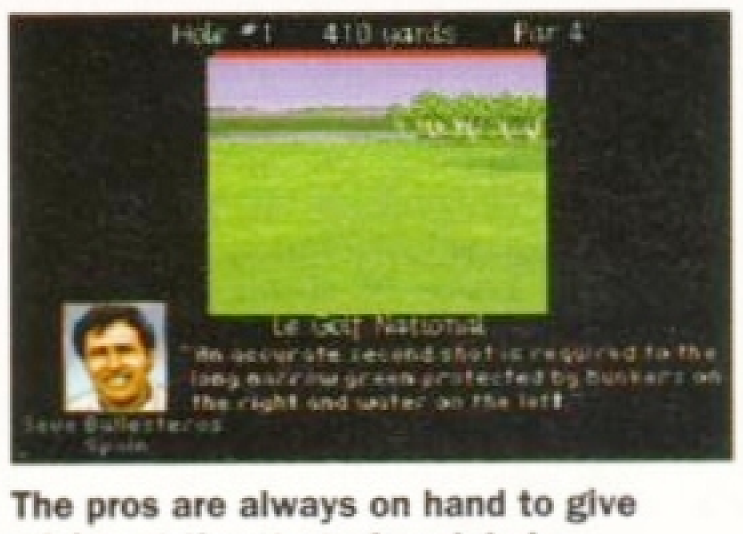
ADDICTION 1 2 3 4 5 6 7 8 9 10
The way it catches your imagination makes *UFO* incredibly addictive.

PLAYABILITY 1 2 3 4 5 6 7 8 9 10
The scenario generator works a treat, making UFO playable into the next century.

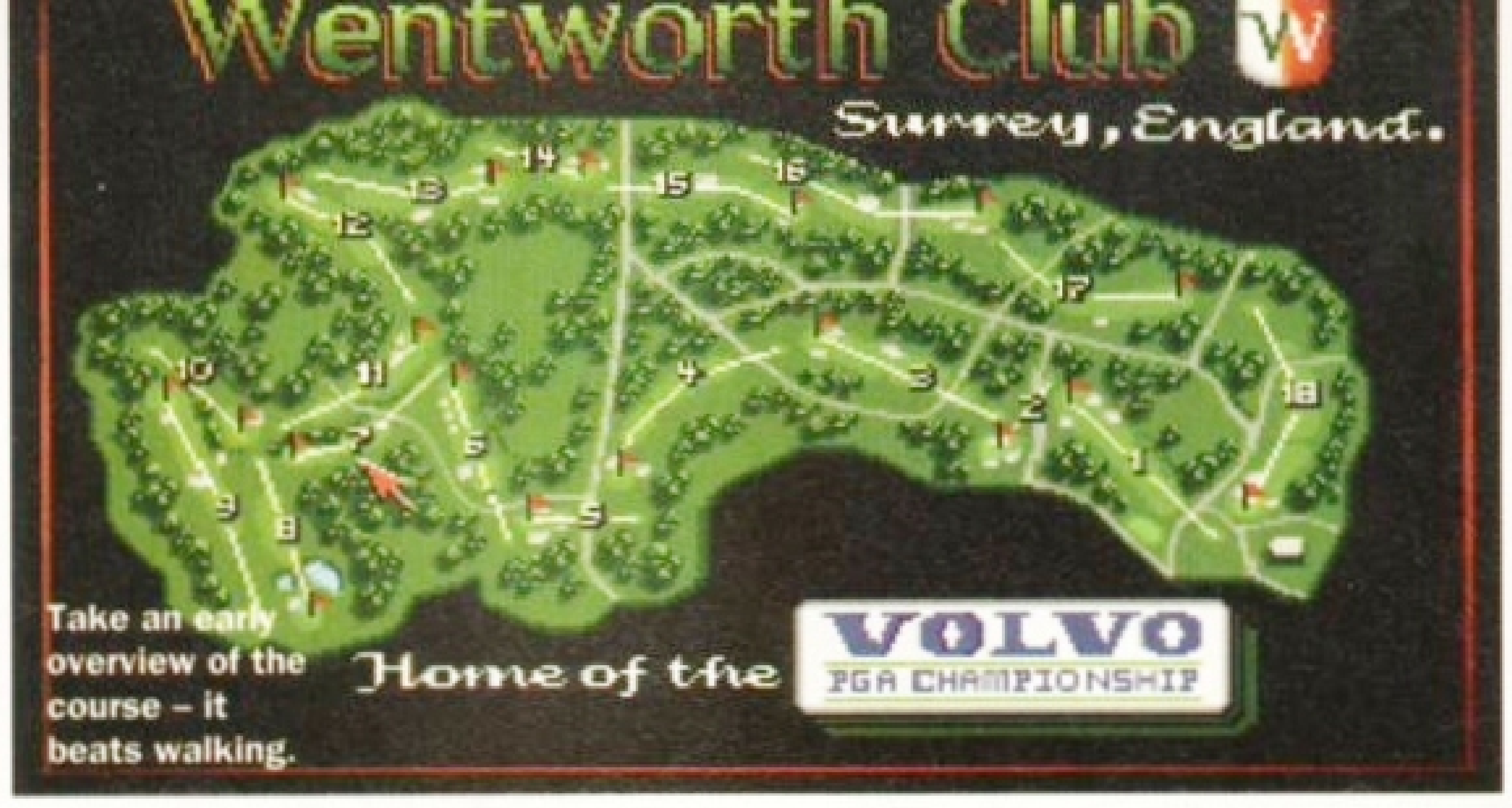
VERDICT

" The plot, the scenario and the mechanics are beautifully implemented, *UFO: Enemy Unknown* repays any investment put into it with interest. "

90%



The pros are always on hand to give advice at the start of each hole.



Take an early overview of the course – it beats walking.

PGA EUROPEAN TOUR



Doris would seem to have a problem here. She's 181 yards from the hole but is forced to play a sand wedge with a maximum distance of 83 yards to clear the rough.

Golf, it must be said, is a thoroughly frustrating game. Your feet ache horribly after about five holes, and the hooks, the slices, the hacks, the tops and the missed putts ensure days of plus four-bedecked frustration. In fact, the golfer's favourite sight is the nineteenth hole where one can relax with a frothing flagon and the odd frame of snooker. Computer golf is much the same except your feet won't smart, and you can't relax in the pavilion afterwards.

It's some three-and-a-half years since *European Tour*'s original incarnation, *PGA Tour Golf* first appeared and despite its years, it's still the finest golf game on the Amiga. Sure, many have improved on the somewhat sparse graphics; many offer more options and courses, but in terms of gameplay, *PGA Tour* is top of the leaderboard.

And so to its successor. Again, four courses, only this time spread between the fairways of England, France and Switzerland. The first thing you notice is the startling similarity between the two games. Sure, the graphics have been tarted up (even the weather changes), but the gameplay remains faithful to the original. Yet, if we are to be scrupulously fair (we always are, of course) then the saying, 'if it ain't broke, don't fix it', applies here. The only extras are the draw and fade options which enable you to swing the ball around and a pointer system on the overall view of the hole which allows you to pinpoint the yardage anywhere on the fairway.

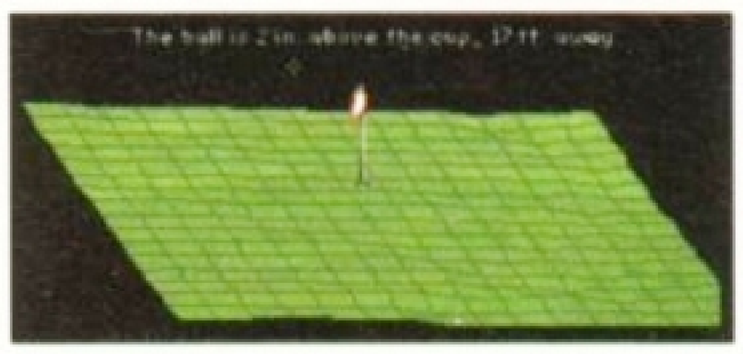
Par for the course

In visual terms (and this is the A1200 version), the golfer sprite is better animated and the courses in general, are much prettier but the sound is just a thwack, the odd bird tweet and an occasional 'ooh', from the gallery.

Some odd things abound, though. I'm on the edge of the 11th green, see, and I'm 17 yards from the hole, so why does the computer offer me the five iron which, in this case, can knock it a maximum of 18 yards. I'm only 17 yards away, a pitching wedge will do just fine thanks! But selecting the pitching wedge only enables you to hit it 12 yards. I've never seen Seve with a five iron on the edge of the green so why do I have to use one?

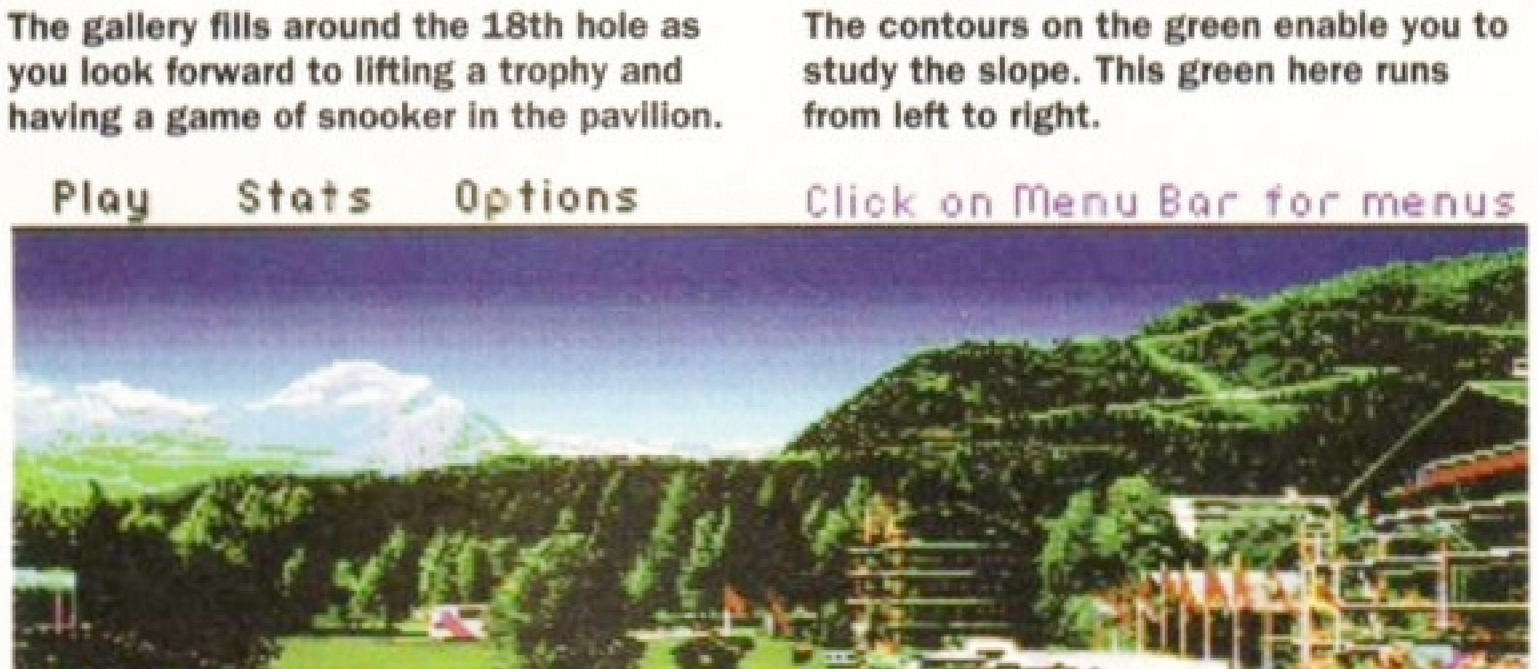
Gripes aside, *PGA European Tour* improves on the original – this is basically a port from the Mega Drive – and it's a heck of a game. But if you have the original, the extra courses disk may be a better buy.

Steve Bradley

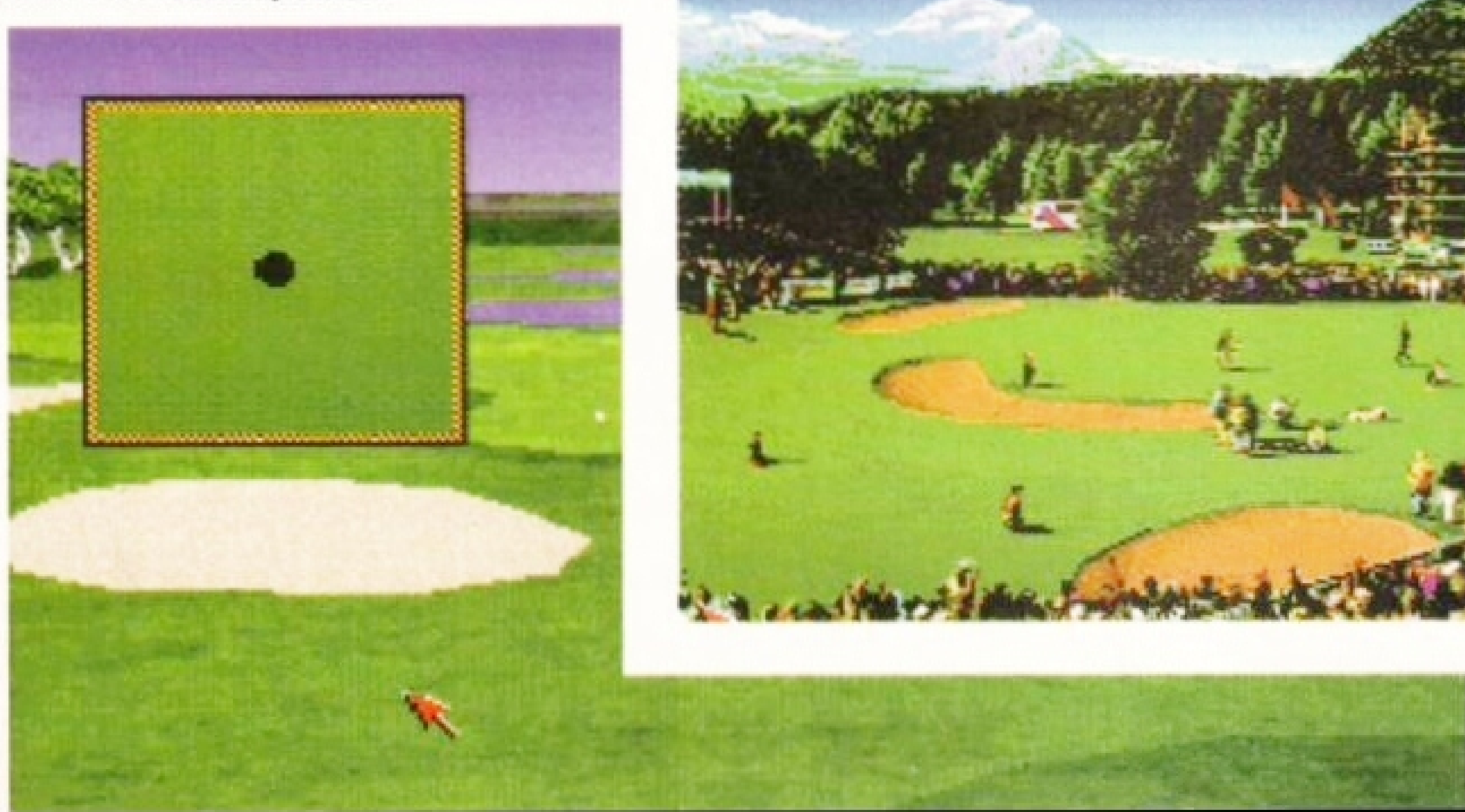


The contours on the green enable you to study the slope. This green here runs from left to right.

The gallery fills around the 18th hole as you look forward to lifting a trophy and having a game of snooker in the pavilion.



Once you've struck the ball, the view cuts to the other side so you can see where it eventually lands.



PGA EUROPEAN TOUR

The Dome Software Developments

PROGRAMMERS
The Dome

PUBLISHER
Ocean 061-832 6633

PRICE
£27.99 (AGA version)
£25.99 (A500 version)

RELEASED
Out now

REQUIREMENTS
AGA only

GRAPHICS
1 2 3 4 5 6 7 8 9 10
Perfectly adequate sounds about right. Yes, the graphics are perfectly adequate.

SOUND
1 2 3 4 5 6 7 8 9 10
Generally, you're left to suffer in silence, interrupted only by the odd twitter and 'ooh'.

ADDICTION
1 2 3 4 5 6 7 8 9 10
It's easy to walk 72 holes without interruption. Of course, you'll be tearing your hair out.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
No screen re-draw, easy control method and subtle gameplay touches make it a winner.

VERDICT

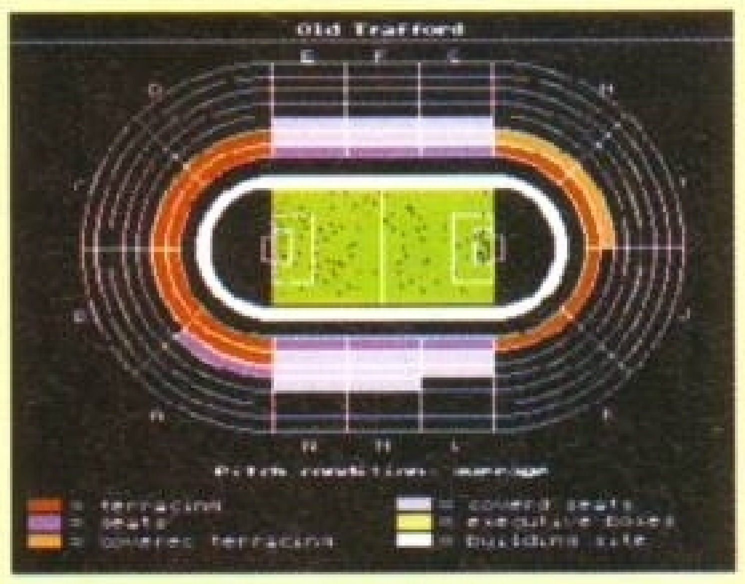
" *PGA European Tour* is a splendid golf game. Although not startlingly different from it's predecessor, *European Tour* is the most playable golf sim on the Amiga. "

83%



No catch, no cost, just save more money. Buy a Young Persons Railcard between 18 September and 12 November 1994 and we'll give you an extra 3 months for NOTHING! Pick up a leaflet from your local Rail Station or Rail Appointed Travel Agent and see what a great deal really is. YOUNG PERSONS RAILCARD

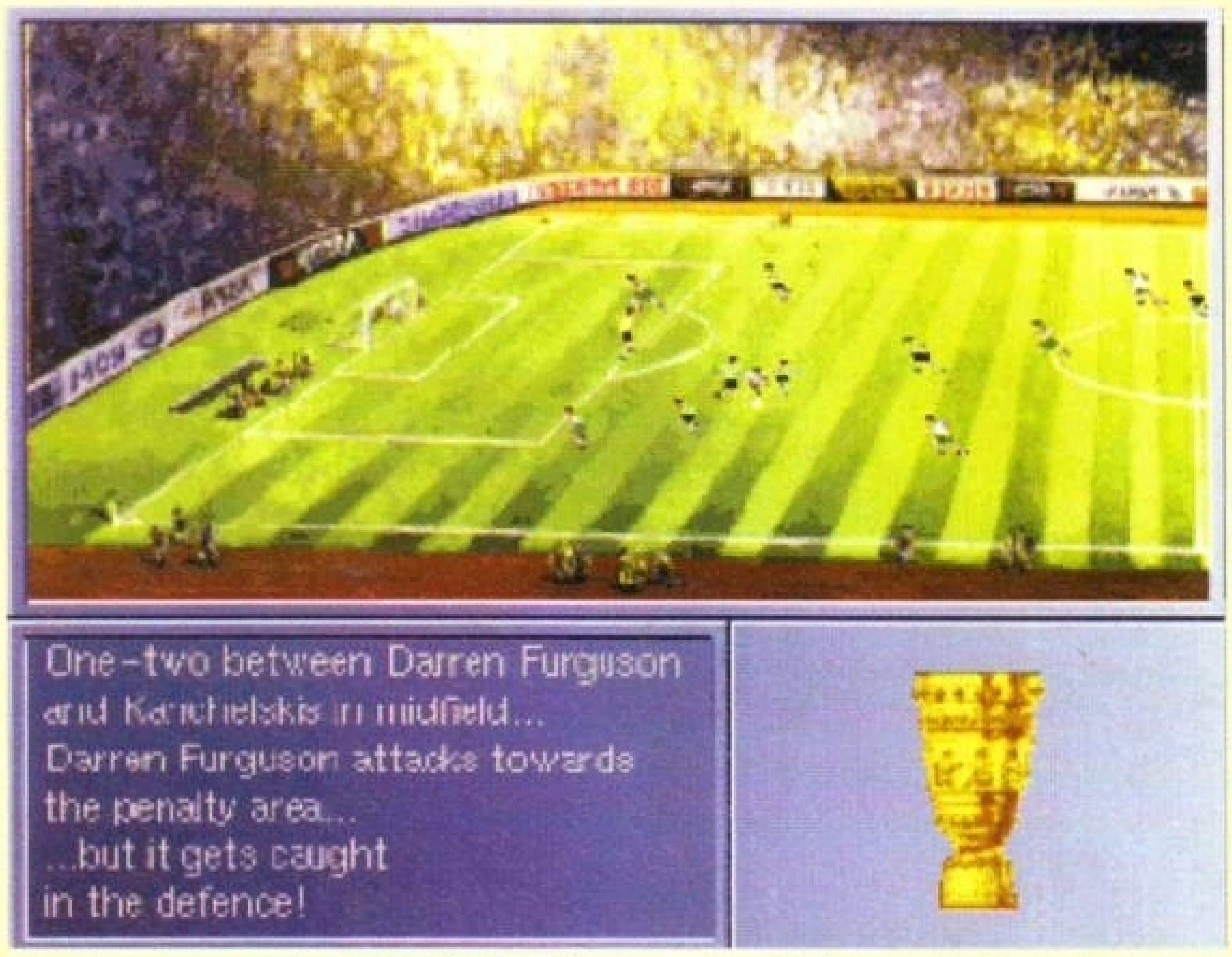
ON THE BALL
LEAGUE EDITION



Work out the best place for stadium extensions from this screen.



You can only build new extensions to your stadium if you can afford it.



The cinematic narrative of highlights adds atmosphere to the games. Long shots such as this one complement close ups and add significantly to the atmosphere.

Ascon released *On The Ball: World Cup Edition* on the Amiga to coincide with the tournament based in the real world. *Amiga Format* reviewed it in issue 63, where it earned itself a more than respectable 80 per cent.



It's more than just the fans you have to keep happy to stay in your job.

"*Beneath A Steel Sky* for football fans," we reckoned.

One of its main charms was the aesthetically-pleasing front end. Rather than use boring function boxes to issue commands, *OTB* employed adventure-style hot spots. For example, a scanned water-colour painting of the manager's office constituted the main control interface. When you wanted to leave the office, you just had to click on the jacket hanging on the coat rack.

Financial control

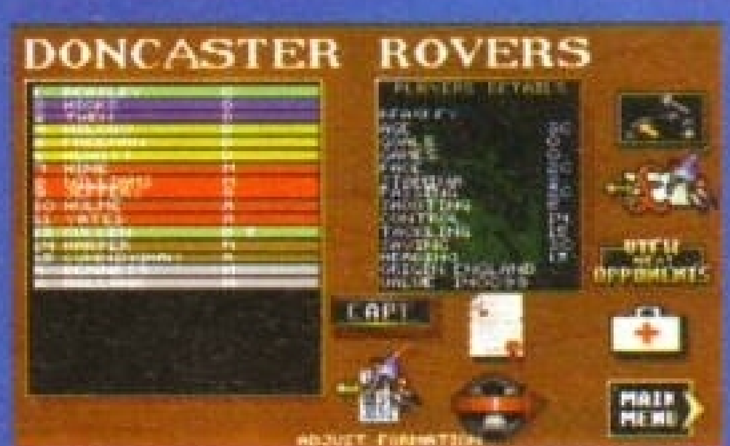
OTB: League Edition, has a similar front end. If you want to find out about the club finances, click on the safe in the office. Or, conversely, if you need to upgrade your ground, or re-turf the pitch, click on the pitch outside the window. It all makes logical sense and soon becomes intuitive to use.

Several other features such as animated training regimes, holding of press conferences, real-time adjustment of team tactics, cinematic representation of the footballing highlights, and player psychology helped *OTB: World Cup Edition* stand head and shoulders above the general management competition. It was a joy to play and ranks as one of the best football management games currently on the market.

So, why can't the same thing be said about *OTB: League Edition*? It's got the same style of presentation. In fact, some of the screens are almost identical to the original. You could be forgiven for thinking that you were playing the same game.

Yet, the feel and approach is completely different. Not in a good way though. You can't help but form the impression that this game is a

CLUB SOCCER



Team selection, changing positions and viewing the opposition take place from here.



Chop and change your team tactics, formations and individual player territories from this screen.



The animated highlights appear when the likelihood of a goal is high. The perspective is a bit disconcerting at first, but you soon get used to it.

Even if you have never played a football management game in your life, *Club Soccer* can be loaded up and thoroughly understood within only half an hour of play.

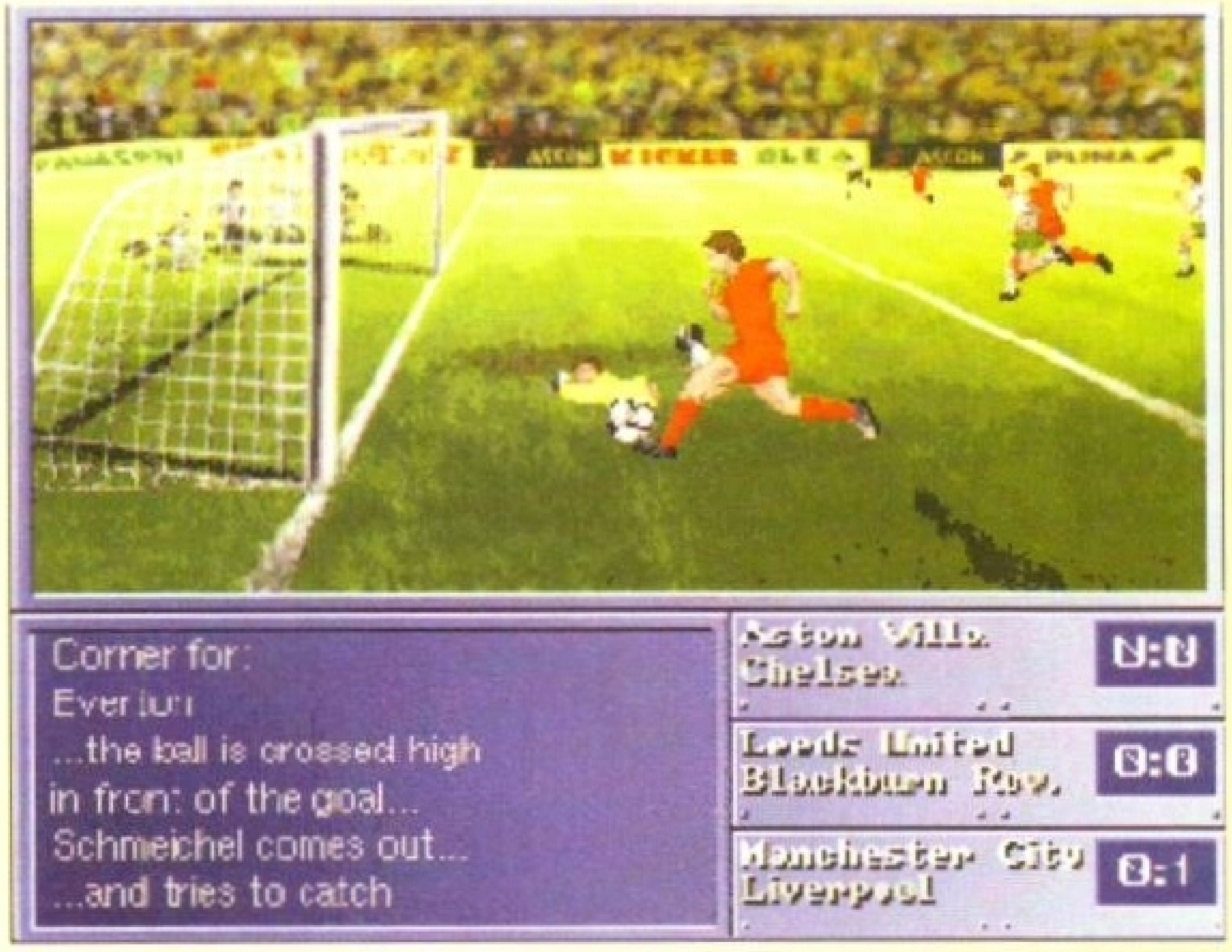
The game offers several very worthwhile features although most, if not all of them have been implemented elsewhere. But the beauty of *Club Soccer* is the ease of access to each feature.

Little self-explanatory icons illustrate the main menu. It's obvious what they do, but as you place the mouse pointer on each icon its function is highlighted at the bottom of the screen.

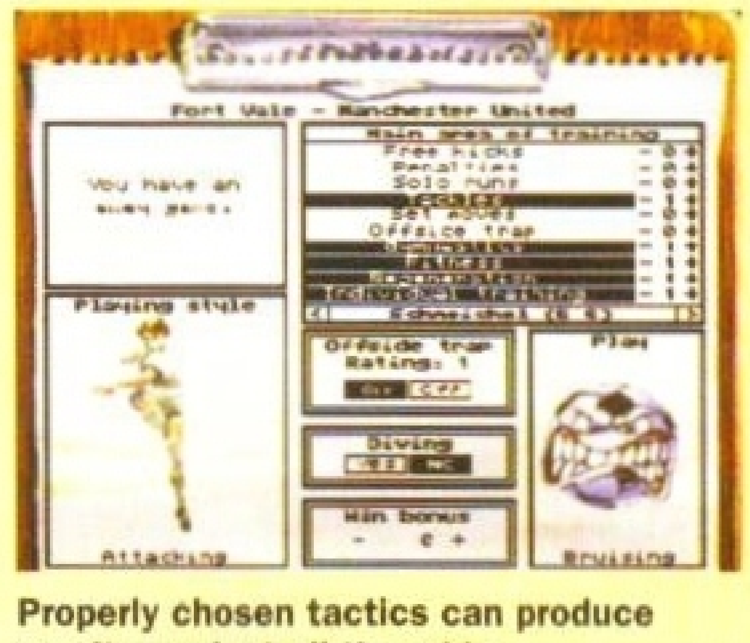
So much for front ends then. The actual mechanics of the game are very sound. You can either edit a league division of your own making or play in the pre-saved Third Division. There are loads of customisation options like this throughout the game.

The manager can choose any team from the league. Each team offers a specific purpose for the manager to aim for, so when I first played as the manager of Doncaster Rovers, the aim of the team was to finish in fifth position at least. Having a plan keeps things in perspective and modifies your management behaviour accordingly.

Say, for example, that the team had quite a few games left to play



Even when you're dead, you shouldn't let yourself lie down and be buried. Hang on to the very end and see if you can emulate Leeds against Mansfield.



Properly chosen tactics can produce results against all the odds.



Keeping a tight rein on financial performance affects the overall efficiency and running of the team.



Similar to the *World Cup Edition*, the main control screen is logically laid out.

stripped down, not as much fun, version of the original. A lot of the atmosphere seems to have disappeared into a vacuum of mouse clicks and figure calculation.

Finances and numerical statistics play a large part in the game. At the beginning, you have to make a forecast on your expected financial turnover, based on gate receipts, sales and transfers, shops, and youth schemes. Until you become accustomed to the game, you'll get this bit wrong.

Peer pressure

Performance on the field directly affects financial performance and turnover from the terraces. This also directly affects your performance in the face of your peers, the fans, the public and, more importantly, the board.

But, aside from all of these financial shenanigans, the game simply boils down to a weekly team selection based on who can offer most to the team. The rest of the game doesn't offer as much fun as the *World Cup Edition*. There's no half-time team talk, no multiple choice press conferences, no physiotherapists to be consulted, no animated training sequences and no real urge to remain playing.

On The Ball: League Edition is not all bad. As footie management games go, it's pretty good. But ultimately is only a pale shadow in the radiance of its *World Cup* brother. If you've got the *World Cup Edition*, don't even give the *League* version a look-in.

Steve McGill

ON THE BALL



PROGRAMMERS
Ascon in-house

PUBLISHER
Daze Marketing
071-372 7435

PRICE
AGA £32.99
Standard £29.99

RELEASED
Out now

REQUIREMENTS
Hard disk installable
1Mb RAM

"A competent management game which, despite a few nice jinks and turns, remains in the middle of the league table."

70%



Finance is essential to the smooth running of the club. Prices can be raised and lowered to help fund transfers, buy better staff and improve the ground's capacity.

and you knew that the worst position they were going to finish in was eighth. If the aim of the team at the beginning was to finish ninth or better, you could then embark on a luxury policy of channelling money into the youth squad in the expectation that there would be more of a chance of someone talented becoming available for the next season's play. It's a nice touch. And there are plenty more in the game.

The search routine for seeking out a specific type of player for a specific price is a real boon. It saves loads of time messing about and it lets the player get on with what counts – the game.

There are so many nice little details packed away inside *Club Soccer*, that to list them all would sound like the blurb on the back of the box.

Notable exceptions are the option to select the territories that individual players cover on the field of play, the ability to hire and fire staff such as the talent scout and the physiotherapist, and options to raise the gate price.

Suffice to say, *Club Football* is a tidy little package, full of details in a front end that saves you from information overload.

Overall, it's not a first-rate football management game, but it's up there with the best of the second-rate ones.

Steve McGill



Better staff can help in the overall performance of the club and the team.

CLUB SOCCER

PROGRAMMERS
Keith Wadham and Teque

PUBLISHER
Boms Computer Games
071-258 0085

PRICE
£29.99

RELEASED
Out now

REQUIREMENTS
1Mb RAM

"A nice, tight little package. If it was a player it would be Pat Nevin."

79%

POST HASTE

11a, Burgate Lane, Canterbury, Kent. CT1 2HH

TRY US.. WE LIVE UP TO OUR NAME.. RING NOW!!!

TEL.0227-764204 9.30am to 7.00pm

(Answerphone outside normal hours)

SOFTWARE

Some of the following games titles are limited offers at the time of going to press. Order early to avoid disappointment. We stock all the latest titles which we offer at

30% OFF R.R.P.

ADVANCE BOOKINGS

We accept advance orders for new releases. You can order with peace of mind as we will despatch on day of release. Your account will not be debited until date of release.

EDUCATIONAL

Title	Price
ADIEnglish(11/12or12/13)	16.99
ADIEnglish(13/14or14/15)	16.99
ADIEnglish GCSE	22.99
ADIFrench(11/12or12/13)	16.99
ADIFrench(13/14or14/15)	16.99
ADIFrench GCSE	22.99
ADIMaths(11/12or12/13)	16.99
ADIMaths(13/14or14/15)	16.99
ADIMaths GCSE	22.99
ADIJunior Counting(4/5)	13.99
ADIJunior Counting(6/7)	13.99
ADIJunior Reading(4/5)	13.99
ADIJunior Reading(6/7)	13.99
Answerback Junior	13.99
Answerback Senior	13.99
Arithmetic (Answrbak data)	7.49
Spelling (Answrback data)	7.49
Better Maths (12-16)	13.49
Cave Maze	10.99
Count and Add	16.99
First Letters	6.99
Fraction Goblins	10.99
French Mistress	15.99
FunSchool2(2-6,6-8,or8+)	6.99
FunSchool3(2-5,5-7,or7+)	13.99
FunSchool4(2-5,5-7,or7+)	16.99
FunSchool Maths 7-11	16.99
FunSchool Paint+Create	16.99
FunSchool Spelling 7+	16.99
German Master	15.99
Italian Tutor	15.99
Kid Pix (Paint Package)	16.99
Maths Adventure	16.99
Maths Dragons	10.99
Maths Mania (over 8)	13.49
Mavis Beacon Typing 2	19.99
Mega Maths	16.99

Triple Action 1	Triple Action 3
Deuteros Hammer Boy Battle Valley £9.99	Titus the Fox Ghostbusters2 Targhan £9.99
Triple Action 4	**Triple Action5**
Blues Brothers Satan Maya £9.99	Crazy Cars 3 Battletech GrandPrixMaster £9.99

Title	Price
Micro English	16.99
Micro French	16.99
Micro German	16.99
Micro Maths	16.99
Micro Science	16.99
Micro Spanish	16.99
Noddy's Playtime	16.99
Noddy's Big Adventure	16.99
Paint Me a Story	14.99
Picture Fractions	10.99
Reasoning With Trolls	10.99
Telling The Time	10.99
Things to do Numbers	13.99
Things to do Words	13.99
Thomas Tank fun words	13.99
Tidy The House	10.99
Time Flies	10.99
DISTANT SUNS V5(HD)	22.99

GAMES

Title	Price
688 Attack Sub	9.99
A10-Tank Killer (Kick1200)	10.99
Action Fighter	4.99
Action Stations	7.99
Addams Family	7.99
Alfred Chicken	9.99
Alien Breed 92	7.99
Another World	9.99
Apidya	7.99
Arabian Nights	7.99
Arcade Pool	7.99
Archer Mcleans Pool	10.99
Assassin (Special Ed.)	7.99
Batman the Movie	4.99
Battle Squadron	4.99
Battletoads	13.99
Birds of Prey	10.99
Black Crypt	9.99
Blasteroids	4.99
Blitzkreig - War Game	7.99
Body Blows	9.99
Bubba'n'Stix	9.99
Cadaver + Add-on	10.99
Carrier Command	4.99
Champ. Manager 93	12.99
Champ. Manager EOS Data	10.99
Chase HQ 2	7.99
Chuck Rock 2	7.99
Colossus Chess X	4.99
Creatures	7.99
Cruise for a Corpse	9.99
Crystal Kingdom Dizzy	7.99
Curse of Enchantia	9.99
Cybercon 3	9.99
Darkmere	9.99
Deliverance	4.99
Deluxe Strip Poker 2	7.99
DONK!	9.99
Dune	9.99
E-Motion	4.99
EPIC	10.99
Eye of Beholder 1 or 2	11.99
F15 Strike Eagle 2	11.99
F19 Stealth Fighter	11.99
F16 Combat Pilot	4.99
F29 Retaliator (Not A600)	9.99
Falcon	9.99
Fantastic Dizzy	9.99
Fantasy World Dizzy	4.99
Future Wars	9.99
Ghouls 'n' Ghosts	4.99
Goblins	9.99
GRAND PRIX (Microprose)	11.99
Gunboat	9.99
Gunship	9.99
GUNSHIP 2000	11.99
Hook	7.99
Hoyles Games 1,2 or 3	9.99
Indianapolis 500	9.99
Indy Jones LC-Action	4.99
Indy Jones+L.C.Gr.Adv	9.99
Jack Nicklaus Golf	6.99
J.Nicklaus Unl.Golf Course	10.99
Jaguar XJ220	7.99
Jimmy White Snooker	9.99
John Madden Am.Footbal	9.99
KGBI	10.99
Kings Quest 1 or 2	9.99
Kings Quest 3 or 4	11.99
Knights of the Sky	11.99

Any 3 titles £4.99 or less for £10.00
Any 3 titles £7.99 or less for £20.00
Any 3 titles £9.99 or less for £25.00

Title	Price	Title	Price
Leander (psygnosis)	7.99	Rick Dangerous 2	4.99
Leisure Suit Larry1 or 2	9.99	Road Rash	8.99
Leisure Suit Larry 3	11.99	Robocop	4.99
Linx Golf (2 drives)	11.99	Robocop 3	9.99
Liverpool	7.99	Robocod (JamesPond2)	7.99
Lombard RAC Rally	6.99	Rodland	7.99
Loom	9.99	Rorkes Drift	6.99
Lure of the Temptress	10.99	Sensible Soccer 92/93	9.99
M1 Tank Platoon	9.99	Sensible Soccer Int'l.	14.99
Magicland Dizzy	4.99	Shadoworlds	9.99
Man. United Europe	7.99	Shuttle	10.99
Manhunter in New York	9.99	Silent Service 2	11.99
Maniac Mansion	9.99	SIM LIFE (1.5 MB)	7.99
Midwinter 2	11.99	Simpsons	7.99
Mig 29 Superfulcrum	10.99	Skidmarks	12.99
Monkey Island	10.99	Sleepwalker	7.99
Monty Python	4.99	Space Crusade(OK 1200)	7.99
Myth	7.99	Space Crusade Expansion	7.99
North & South	6.99	Space Quest 1	11.99
Operation Stealth	9.99	Space Quest 2	9.99
Operation Thunderbolt	4.99	Speedball 2	7.99
Ork	7.99	Streetfighter	4.99
Outrun	4.99	Streetfighter 2	10.99
Pacific Islands	9.99	Stunt Car Racer	4.99
Paperboy 2	7.99	Supremacy	9.99
Parasol Stars	7.99	Swiv	4.99
PGA Tour Golf	10.99	Tennis Cup 2	7.99
Pinball Magic	7.99	Test Drive II	6.99

TOP TITLES SPECIALS

Apocalypse, ArmourGeddon2, Benefactor, Champ.ManagerItalia, ElfMania, Jurassic Park, Kid Chaos, Legacy Soracil, Micro Machines, Pinkie, Scrabble, Sierra Soccer, TacticalManager(GB), Tactical Manager(SCO), The Clue........................£16.99 EACH

2nd.Samurai, Bump'n'Burn, Canon Fodder, Castles2, Club Football, Cool Spot, Dogfight, Elite2, Flashback, Genesia, K240, Kick Off 3, , Man.Utd.Champs. Monopoly, MortalKombat,OnTheBall,PuttySquad,Valhalla£19.99 EACH

Beneath Steel Sky, Civilisation, Detroit, F117Nighthawk, Heimdall 2, History Lines, Impossible Mission Settlers, Simon Sorcerer, Space Hulk, Starlord, When2Worlds War, Ishar 3, Theme ¶ark........................£22.99 EACH

Monkey Island 2, Indiana Jones Fate Atlantis, Campaign 2, Innocent, KingsQuest 6, Universe,........................£23.99 EACH

AwardWinners2	SIM CLASSICS	Football Crazy	World Cup 94
SensibleSocc.93 J.WhiteSnooker Elite and Zool. £19.99	SIM CITY SIM ANT SIM LIFE £19.99	Kick Off 2 Player Manager Final Whistle £9.99	Champ.Man.93/4 Goal, Striker, Sens.Soccer92/3 £19.99

Title	Price	Title	Price
Pirates	9.99	The Games Espagna	8.99
Police Quest 1, 2 or 3	10.99	Their Finest Hour	10.99
Populous + Lands	10.99	Their Finest Missions	7.99
Populous 2	9.99	Thomas Tank Engine	6.99
Powermonger+Editor	9.99	Thunderhawk	7.99
PP Hammer	4.99	Trivial Pursuit	6.99
Prehistorik	7.99	Turrican II	7.99
Premier	7.99	Video Kid	7.99
Premier Manager 2	9.99	Whales Voyage	9.99
Prince of Persia	6.99	White Death - War Game	7.99
Pro Tennis Tour	6.99	Wing Commander	9.99
Project X	8.99	Winning 5 Compilation	7.99
Pushover	7.99	Wiz'n'Liz	9.99
Putty	7.99	Wonderdog	7.99
Quest for Glory 1	11.99	World Class L'Board Golf	4.99
Quest for Glory 2	13.99	Worlds of Legends	11.99
Qwak	8.99	WWF Wrestlemania	7.99
Railroad Tycoon	11.99	Xenon	3.99
Rainbow Islands	6.99	Xenon 2	7.99
Realms	9.99	Z-Out	4.99
Reach for the Skies	10.99	Zak McKraken	9.99
RFI Baseball 2	6.99	ZOOL	7.99
Rick Dangerous	4.99		

All Prices Include Delivery To Your Door.

SERIOUS

Title	Price
VIDEO & MULTIMEDIA	
Adorage	54.99
Big Altern. Scroller 2	54.99
Broadcast Titler 2	149.99
Helm	74.99
Videotitler 1.5 3D	69.99
Video Fonts (Gold Disk)	39.99
WORDPROCESSING	
Final Copy II V2	49.99
Final Writer V2	99.99
SoftFaces 1,2,3 or 4(Fonts)	54.99
SoftClips	37.99
Penpal	29.99
Protext 4.3	39.99
Wordworth 2	44.99
Wordworth 3A	99.99
Typesmith	99.99
SPREADSHEET	
ProCalc	124.99
Maxiplan 4	22.99
DATABASES	
Infofile	9.99
INTEGRATED (WP/SS/DB)	
Mini Office	37.99
Gold Disk Office	49.99
DESKTOP PUBLISHING	
Pro Page 4	94.99
Pro Draw 3	89.99
Outline fonts	99.99
Gold Disk Fonts 1-4	34.99
CAD	
X-CAD 2000 (Unboxed)	24.99
X-CAD 3D	299.99
X-CAD Professional	89.99
ACCOUNTS	
Arena Accounts	74.99
Money Matters	34.99
Cashbook/Final Accounts	42.99
GRAPHICS	
Deluxe Paint IV AGA	64.99
Brilliance 2	49.99
Spectracolor	54.99
ProFills	24.99
Art Department Pro 2.15	129.99
Morph Plus	139.99
3D MODELLING & RENDERING	
4D-Professional	199.99
Sculpt 3DXL	84.99
Sculpt Animate 4D	199.99
Vista Professional V3	23.99
Vista Lite	23.99
Makepath(Vista Pro)	9.99
TerraForma(Vista Pro)	9.99
Imagine 3 SPECIAL	119.99
Essence 1 or Essence 2	64.99
Real 3D Pro/Turbo V2	319.99
Real 3D Classic	67.99
PROGRAMMING	
Easy AMOS	22.99
AMOS Professional	32.99
AMOS Pro Compiler	22.99
Kraft for AMOS	16.99
Blitz Basic 2	52.99
Devpac 3	49.99
Hisoft Pascal	74.99
MUSIC	
Bars & Pipes Pro 2	199.99
Deluxe Music C. Set 2	59.99
Technosound Samples V2	34.99
Midi Interface + Lead	19.99
MISCELLANEOUS	
Cross Dos 5	34.99

Title	Price
PC Task	34.99
Directory Opus 4	54.99
Dir. Works 2	39.99
Ami-Back	34.99
Disk Expander	29.99
Ami-Back Tools	34.99
GB Route Plus (New Vers.)	34.99
Quarterback 6 H/D Backup	54.99
Video Back-up	49.99
Icon Paint	7.99
Maxxon Magic	22.99
BOOKS	
Amiga A600 Insider Guide	12.99
Amiga 1200 Insider Guide	12.99
Amiga 1200 Next Steps	12.99
Amiga Assembler Insider	12.99
Amiga Disks & Drives	12.99
Assembler Insider Guide	12.99
Mastering Amiga Arrex	17.99
Mastering Amiga Beginners	15.99
Mastering Amiga AMOS	15.99
Mastering AmigaDos2	14.99
Mastering AmigaDos3	15.99
Mastering Amiga Printers	15.99

Item	Price
A600 Basic Pack	169
A600 Wild Weird & Wicked	189
A1200 Basic Pack	289
A1200 Innovations Pack	329
Viper 030 Accelerator	155
250Mb for A600/A1200	229
Amitek 3,5" External Drive	55
A500 3.5" Internal Drive	39
A600 1Mb Upgrade	38
A500 Plus 1Mb upgrade	35
A500 512k Ram (no clock)	20
A500 512k Ram + clock	25
1.5 Mb Ram Expansion	79
1 Mbyte Simms	34
AT-Once PC 286 Emulator	189
Rombo Vidi 12 Pack	89
Sharp JX100 A6 Col. Scanner	379

AwardWinners	MONSTERPack
Populous,Pipe-Mania,KickOff2, Space Ace £9.99	Beast 2. Killing Game Show Awesome £9.99
Team 17	**The Greatest**
Superfrog Body Blows Overdrive £19.99	J.WhiteSnooker Dune Lure Temptress £19.99

Item	Price
Eclipse Mouse	12
MegaMouse (Microswitched)	12
Mouse Mat	2
50 Blank Disks	20
MONITORS	
Philips 8833-2	219
Commodore 1942 Multisync	339
PRINTERS	
(Inc. lead+Amiga Printer Driver)	
Star LC100 Colour	129
Star LC24-30 Colour	239
Citizen ABC-24 Colour	169
Citizen Swift 90 Colour	169
Citizen Swift 240 Colour	229
Canon Bubblejet Portable	189
Canon BJ200 Mono	249
Canon BJ230 Mono	319
HP Deskjet 550C Colour	369
HP Deskjet500C	299
HP Deskjet520 Mono	279
HP Deskjet310 Col.Portable	269
Panasonic Laser	379

CD32 SOFTWARE

Title	Price
Arabian Nights	7.99
Banshee	19.99
Bubba and Stix	19.99
Chaos Engine	19.99
Cannon Fodder	19.99
Chuck Rock 2	19.99
D'Generation	16.99
Disposable Hero	19.99
Dizzy Enchant.Worlds	10.99
Donk	19.99
Fire Force	7.99
Frontier Elite 2	19.99
Gunship 2000	19.99
Heimdell 2	22.99
Humans 1 and 2	19.99
Impossible Mission	19.99
James Pond 3	22.99
JetStrike	16.99
Kid Chaos	17.99
Labyrinth	16.99
Legacy of Sorasil	19.99
Lemmings	16.99
Liberation-Captive 2	19.99
Lost Vikings	19.99
Lotus Trilogy	19.99

Title	Price
Microcosm	29.99

CD32 SOFTWARE

Title	Price
Myth	9.99
Naughty Ones	16.99
Nick Faldo	22.99
Premiere	9.99
Pinball Fantasies	22.99
Pirates Gold	19.99
Putty	9.99
Robinsons Requiem	22.99
Ryder Cup	19.99
Sabre Team	19.99
Sensible Soccer Int'l	16.99
Simon The Sorceror	24.99
Striker	19.99
Superfrog	10.99
Theme Park	22.99
Trivial Pursuit	19.99
Trolls	7.99
Universe	22.99
Ultimate Body Blows	19.99
Video Creator	24.99
Whales Voyage,	19.99
Wild Cup Soccer	12.99
Zool	7.99
Zool 2	19.99

AGA SOFTWARE

Title	Price
Aladdin	19.99
Alfred Chicken	9.99
Banshee	19.99
Body Blows AGA	8.99
Body Blows Galactic	17.99
Brian the Lion	16.99
Chaos Engine	14.99
Civilisation	19.99
Detroit AGA	22.99
Fields of Glory	22.99
Gunship 2000	22.99
Heimdall 2	22.99
Impossible Mission	22.99
Jurassic Park	17.99
Kick Off 3	19.99
Liberation	19.99
On the Ball	22.99

AGA SOFTWARE

Title	Price
Overkill	13.99
Pinball Fantasies	14.99
Robocod	7.99
Ryder Cup	16.99
Sabre Team	19.99
Second Samurai	19.99
Sim City 2000	22.99
Simon Sorceror	23.99
Skidmarks	12.99
Sleepwalker	7.99
Soccer Kid	19.99
Star Trek (Hard Disk)	22.99
Top Gear 2	16.99
Theme Park	22.99
Tornado	24.99
UFO	22.99
Zool 2	16.99

VISA, MASTERCARD, EUROCARD , P.O. are despatched same day! Please allow 4 working days for cheques to clear. CHEQUES/P.O. payable to POST HASTE, 11a, Burgare Lane, Canterbury, Kent.CT12HH.Overseas Orders add £2.00 postage for Software. Hardware-overseas postage charged at cost. Prices are subject to alteration.

NOVEMBER ORDER FORM

Name__________

Address__________

Tel.No.__________

Cheque/Credit No.__________

Expiry Date._____ Description of

Customer Ref.No._____ Machine

Titles__________

You name it!...We do it!...Just phone and we'll quote!
WE STOCK ATARI ST., IBM/PC, CDROM, MAC, SNES.
WE STOCK SEGA, LYNX, JAGUAR, 3DO, C64 CARTS.
MAIL & TELEPHONE ORDERS ONLY!......
NO PERSONAL CALLERS!
Allow up to 10 days delivery Out of Stock items.
All trade subject to our terms & conditions available o/r.

ESP Sports Management

PROFESSIONAL FOOTBALL MASTERS 5 VERSION

The Most Innovative Football Management Game Ever.

On the hardest level this very realistic simulation will test you to the limit. See if you've got what it takes to master the professional football league managers job using the most refined game available today.

In 1989 E.S.P. were the first company to create a commercial football management game solely dedicated to the 16 bit computers. Since then, we've been continuously devising new features with the direct consultation of hundreds of management game fans. This winning combination has created the most accurate representation of what football management is all about. Once you try it, you'll realise that the rest have merely been following our numerous leads in this field. It's impossible to do justice to the hundreds of meticulous refinements included in this game but you will find a large proportion of the most significant below:-

Managers : 1 to 4 Human players, Performance statistics, Manager of the month/season, Pick any team in any division to start with, Automated features to make the game as easy or hard as you like.
League & Cup : Premier 22 teams, Division 1,2 & 3 have 24 teams, Play-offs, Tables. 7 Cup competitions with precise rules (2 legs, extra time, away goal rule, seeded draws, European Cup tables, 5 subs, non-domestic player restrictions etc.)
Games : Yearly fixture/previous list, Week fixtures/results, Results from previous meeting with opponent, a plethora of statistics.
Players : Real life statistics for 94/95 season, updated monthly. Real positions, height, age. Live transfer market, Contract & wage negotiations, Preferred foot (left/right/both), Loans, Injuries, Training, Special talents, Trainees, Goalkeepers (separate skill categories), Defenders, Midfielders, Attackers & Utility, Retirements, Foreign transfers, Unhappy players, Top 10 Hot shots.
Team : Tactics (1000 different combinations), Training, Aggression, Formation allows specific player field settings (Winger, Sweeper etc.).
Club : Sponsorship, Ground improvements, View opponent, Finances.
The Match : Real time scoreboard reporting goals & injuries yellow/red cards, Sound effects, Interventions permitted at any time to change tactics, formations and make subs. Physical graphical penalty participation (optional). Over 80 different referees.
Other : Fast load/save, Printer access, Over 30 options to set various game preferences, User friendly throughout with an excellent instruction book. Personal technical support if required. **SCOTTISH, ITALIAN & GERMAN VERSION 5's** coming soon.
Editor: Allows you to amend various items in saved games. Optional Extra.

Places now available in our 94 manager PBM service and a limited number of Play By Mail operator licenses. Call Us For Further Details.



THE PULSE Horse Racing Tipping System

If you want the best horse tipping software that money can buy, then THE PULSE is it. The whole package has been developed by a professional punter. A fact, instantly recognised by many other well informed buyers of this product. The advise contained within the instruction book alone could save you plenty of wasted bets and anyone serious about reducing their losses or increasing their gains could not find a better tool to assist their aim.

• The mystic of horse racing is unlocked with the simple instructions, user friendly program and top class technical support. • In the last Open National Tipping Competition (1991) organised by Racecall this programs predictions came 2nd out of thousands of entries which led to a serious approach from a well know bookmaker, rejected in favour of supporting the public. • A wide range of built in statistics make rating a race a quick and easy job, compared to other available systems. • To keep the program constantly up-to-date monthly updates are recommended . If the general program guide-lines fail to break even we send free updates to all entitled purchasers. Prices range from £25 to £40 depending the on length of subscription undertaken. • Specific details on some horses to follow, as recommended by a variety of inside sources is provided with each monthly update. • There's been many reviews in the press and under a variety of scrutinising conditions. All were very positive about the programs ability to perform well and a full summary of the developers results from main meetings since January 1993 is available upon request.

WORLD CUP CRICKET MASTERS

A fantastic graphical and/or tactical representation of Cricket that has been completely written by a traditional fan. You can physically participate with batting and/or bowling or leave it to the computer to automatically handle. See full feature list below:-



PLAYER VARIETY
- Rated on 8 adjustable factors.
- Left and right handed players.
- Range of batting types.
- Editor to amend game stats.
- Bowler types include seam, swing, change and both types of spin with 8 speed levels.

GAME OPTIONS
- 1 Day limited overs or test.
- White or coloured clothing.
- Three Cricket grounds.
- Load/Save game. Skill levels.
- Computer/Human players.

FRIENDLY CONTROLS
- Icon driven with point & click.
- Large 3D scrolling screen covering the entire playing area.
- Mouse controls bowler's line, length, direction field settings.
- Joystick control of batsman's attack level, strokes and running between wickets.

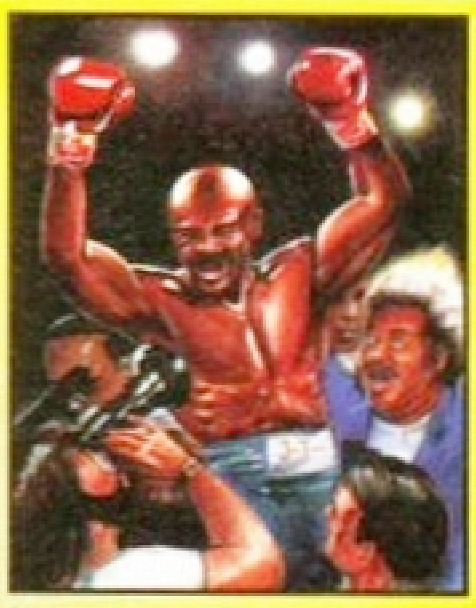
STATISTICS
- Scorecard & bowling analysis.
- Weather and ground reports
- Wagon Wheel
- Manhattan Chart.

VARIABLE CONDITIONS
- Surface and pace of pitch
- Rain, bad light, cloud cover, temperature and humidity.

ANIMATED ACTION
- Sound Commentary.
- Umpire signals.
- All the strokes cut, pull, drive, etc.
- Appeals, dropped catch, run outs.
- Bouncers, wides and no balls.

BOXING MASTERS

A fabulous game which concentrates on the management of up to 3 Heavyweight boxers. It's quite different to most other management style games since it has a high proportion of interaction with computer controlled human personalities. ie. negotiations with other managers, boxer contracts, staff recruitment and publicity events. There are many other conventional tasks for the manager like scouting for new boxers, finance, training and even fight tactics are part of your responsibility: using full arcade action you can participate in your boxers' performance inside the ring itself or, if you prefer, direct them from the ringside. Two player mode available, Sparkling graphics are used throughout the game and full details on the games major concepts follows:-



• The game has 100 ranked boxers with fourteen shown attributes, retirements on age and injury.

• Negotiate fight deals with twenty other boxing managers, arranging the size of the purse, the venue and the date etc.

• Choose any one of ten publicity stunts to pull in the crowds to your fights: press conferences, television, public brawls etc.

• You can appoint and fire a scout, physio, cornerman and a trainer. Training methods include punchbags, speedball, weights, roadwork and sparring.

• Your boxers can fight for World, European or National titles with mandatory defence. • The boxers performance in the ring is shown very graphically.

• A variety of tactics can be utilised during a fight; i.e. punch to the head, the body, inside and numerous time-wasting tactics.

• Fifteen ringside judges each have their own individual scorecards which are shown on the screen as the fight unfolds so that you can measure your fighter's performance. The reality of the fight is increased even more by the powerful sound effects of the crowds presence and the noise of the punches making contact.

• A wealth of statistical data which can be viewed and printed and should cover every desire. • Load and save facility • Comprehensive instruction book.

Formula 1 Challenge VERSION 4.5

This motor racing simulation is an incredibly addictive game for 1 to 4 players that has been developed over a period of years by true fans of the sport. You start the game with just one car & driver with the aim of building your team to win the drivers and constructors championship. All circuits, drivers, teams, car graphics, rules, engines etc., are accurate for the 1994 season and can be updated. Excellent presentation with full sounds effects. The sensational world of Formula One awaits.

- Watch races as they unfold, three levels of highlights.
- Crashes, spins, pile ups, car failures, stop/go penalties.
- Weather changes, fastest & record laps, make pit-stops.
- Four independent levels of difficulty.
- Accurate and detailed graphics of the teams, circuits etc.
- 15 teams, 2 cars per team, 50 drivers with varying skills
- Complete engine and tyre contracts, sponsors.
- Choose tyre compounds, train your pit crew.
- Tune your engines, change wing settings.
- Qualifying, 16 accurate championship circuits
- News section, realistic sound FX, weather forecasts.
- Load/save games, statistics saved, latest FISA rules.
- Full drivers and constructors championships.
- Fully descriptive instruction book.



SPORTS RELATED PROGRAMS AND PROGRAMMERS WANTED

24 HOUR CREDIT CARD HOTLINE (01702) 600557

48 HOUR DISPATCH

CHEQUE PAYMENTS
If you have a guarantee cheque card or credit card please write its number on the reverse of your cheque to ensure dispatch within 48 hours of receipt.

OUR ADDRESS

ESP SOFTWARE DEPT AF
PO BOX 557,
Southend-on-Sea,
Essex SS1 2NB. England.
TEL. (01702) 600557
FAX. (01702) 613747

MAIL ORDERS

All the programs featured in this advert are available by direct mail.

ST 512K S/S	ST 512K D/S	ST 1MB	AMIGA 1MB	P.C.	DESCRIPTION AF	PRICE	TOTAL
					PROFESSIONAL FOOTBALL MASTERS 94	24.95	
					P.F.M. EDITOR	12.00	
					THE PULSE - RACING SYSTEM	75.00	
					BOXING MASTERS	24.95	
					FORMULA 1 CHALLENGE V4	24.95	
					WORLD CUP CRICKET MASTERS	24.95	

CREDIT CARD NUMBER & EXPIRY E. & O. E. GRAND TOTAL

NAME ____ TELEPHONE ____
ADDRESS ____
POSTCODE ____

REUNION

Global pollution and the breakdown of Earth's ecology is a theme which runs through many set-in-the-future games and *Reunion* is the latest in this tradition.

Mining, industry and science have completely messed up the planet, so colonies have had to be developed on new worlds to allow the human race to survive. The first of these is the New Earth colony, where you start the game.

The aim is to build fleets of research and transport ships to travel the solar system setting up new colonies and contacting alien races. This is carried out in a system which combines elements of the classic *Sim City* and *Deuteros*. You have to keep the New Earth system running properly (building and maintaining complexes to keep the inhabitants happy) and develop ships and technology to enable you to seek out new worlds fit for colonisation.

From time to time you encounter alien races who don't appreciate their systems being invaded by your humans. Some of them are willing to trade, but others are hostile and must be battled with (this is all getting a bit too xenophobic for me). This pushes your research in different directions, since new technology has to be developed to deal with these various eventualities.



Visit faraway exotic planets, and meet their peculiar lifeforms. Then dig up all the minerals and kill the indigenous population. It's the way of the galaxy mate.



Reunion **is technically proficient but lacks that emotional hook.**

You have to make sure that your developer has the expertise to build the new machines, and that you have the fleets to fly them about the system and the funds to pay the bills. Quite a juggling act.

Give us a clue

Unfortunately, the invention of new machinery is taken out of your hands. In *Deuteros* your scientists could replicate technology and came up with ideas to overcome problems, but *Reunion* pops up with 'By the way, we've just invented so-and-so' messages. This means that you don't know exactly what's happening and clues for what should be built where are negligible.

Dealing with aliens seems a bit odd too. You are given messages that say an alien lifeform has been contacted, but you don't get to talk to them until the game decides it's time. This should be one of the most exciting and interesting parts of the action, so get on with it!

Sim City and *Deuteros* have a sense of purpose, with specific problems to overcome and the impression that you're gradually getting somewhere. *Reunion* lacks that feeling. It's put together nicely, with complex screens for R&D, trading, mining, and combat, but where it works technically it fails emotionally. There's no real feeling.

Real techie-heads will be able to fathom out a lot of the stuff, but you get to the point where you don't really care about what's happening. Not a lot that you do seems to have a direct bearing on the results. The best bet would be to try and dig out versions of *Sim City* and *Deuteros*. They may be old, but they're still the best games of this type around.

Maff Evans



The elders and leaders gather to contemplate what might have been – a bit like the pools panel.

REUNION



PROGRAMMERS
Amnesty Design

PUBLISHER
Grandslam
081-680 7044

PRICE
34.99

RELEASED
Out now

REQUIREMENTS
AGA machine
Hard disk installable

GRAPHICS
1 2 3 4 5 6 7 8 9 10
The occasionally good graphic effects are let down by an overall weak style.

SOUND
1 2 3 4 5 6 7 8 9 10
Not much in the way of atmospheric effects. The music gets annoying after a while.

ADDICTION
1 2 3 4 5 6 7 8 9 10
There needs to be more of a feeling of accomplishment to keep you involved.

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Confusing controls and poorly explained objectives make this a gruelling game to learn.

VERDICT

" *Reunion* is a strange combination of *Sim City* and *Deuteros*, but unfortunately it's not nearly as good as either of those classic games. "

68%



PREMIER MANAGER 3
This game is not a matter of life & death...
...it's much more important than that...
Premier Manager 3 is the definitive football management game, and the climax to the most successful management simulation series in football history.
A whole range of exciting new features have been added to the immensely popular Premier Manager interface, which now includes:
● The European transfer market. ● New match display feature and user definable tactics. ● All the latest up-to-date squad listings. ● All the key European and English competitions. ● Three modes of in-match animation to help in game decision making. ● New 'Player Loan' facility. ● Assistant manager appointment. ● Direct instructions to squad members. ● Up to four independent scouts. ● Squad strengthening loans. ● Full graphic ground improvements. ● Comprehensive match reports. ● Detailed results and player/manager information service. ● Manager of the month award. ● Mid-season dismissal.
PREMIER MULTI-EDIT SYSTEM
Premier Manager 3 is the only game exclusively compatible with the new Premier Multi-Edit System™ the complete information editor AVAILABLE SOON
"You'll never need another management game...ever!"
Please send me my FREE Premier Multi-Edit System™ information pack.
Name:
Address:
Postcode:
Send this coupon to:- Premier Multi-Edit System™
Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England.
Available on: • Amiga 1200, 500/600 • PC 3.5" disk • PC CD-ROM
Premier Manager 3 ©1994 Gremlin Interactive Ltd. All rights reserved. Gremlin Interactive Limited, Carver House, 2-4 Carver Street, Sheffield S1 4FS, England. Tel: (0114) 275 3423.
Gremlin INTERACTIVE

ROBINSON'S REQUIEM

Desert Island Discs in space, I thought, reading the blurb on this survival simulation. There you are, government agent Robinson of the Alien World Exploration Dept, on a reconnaissance mission to an unknown planet, when magnetic shields cause you to lose control of your ship and you have to bail out.

Sadly, your new home is not the idyllic, sun-drenched tropical paradise with the disc-spinning Sue Lawley as your host. No, the entire planet is a prison, populated by hybrid dinosaurs, savage convicts, tribes of extra-terrestrials and the sinister Cyborgs, who protect and maintain the giant jail.



'Ere, are you eyeing up my trees?', asks the blocky-faced man, starting a fight to the death. Or something.



This is the rather attractive options screen where things such as the level of detail, music and sound effects can be adjusted.

Not only that, you've been set up. Your own government have decided you know too much and they'd rather you spend the rest of your days there. Gulp!

Naturally, your task is to escape, but first there is the small matter of staying alive. The French authors of this adventure appear to be firm devotees of *SAS Survival Monthly* because there is much emphasis on not only fighting, but also basic survival techniques such as finding water, converting animals into food and clothing, constructing your own weapons from whatever is at your disposal and, er, performing surgery on yourself, if required.



This is Sesame, your personal health monitoring system.

Your view of the world is 3D first-person perspective, where you see through your character's eyes, and your movement smoothly scrolls the surrounding terrain, which I much prefer to hideous flick-screen adventures. All actions are mouse controlled through easily understandable icons, while suitably atmospheric sound effects alert you to the danger that is all around.

The first person I met explained that it's 'every man for himself', so I killed him and stole his belongings. He was right.

The official AWE survival handbook is provided with the game and it provides invaluable information on staying alive; from how to amputate your own gangrenous limbs to the secret of enjoying alcohol. The manual also shows you how to interpret Sesame, your personal computer which monitors your health.

In best adventure tradition, combining seemingly useless objects produces useful tools: make a bow by using a branch and creeper; arrows are made with branches and feathers and so on.

Eating, like sleeping and drinking, is something you'll be doing a lot of in this game, because as many bodily functions as decency permits have been reproduced and must be allowed for. Woe betide the reckless who drink water without disinfecting it first, and an innocent pear may not be as nice as it seems.

Despite coming on seven disks, disk-swapping is kept to a minimum, though hard drive owners will be pleased to hear it is installable. That figure seven also indicates the size of the game – for 35 notes you get a whole world to explore.

Attention to detail

There are enough adventure elements to test even the most lateral thinkers, but just wandering around, exploring and discovering how long you can stay alive is enjoyable, thanks to the non-linear gameplay and the care and thought that has gone into the construction of *Robinson's Requiem*.

Dale Bradford



Oh dear, I don't feel well at all. Anyone got any Alka Seltzer?

ROBINSON'S REQUIEM



PROGRAMMERS
A Rocques, L-M Rocques, F Hautecloque and J Trevien

PUBLISHER
Daze 071-372 7435

PRICE
£34.99 (A1200)
£32.99 (A500/600)

RELEASED
October 18

REQUIREMENTS
2Mb RAM (1200)
1Mb RAM (A500/600)
Hard disk installable

GRAPHICS
1 2 3 4 5 6 7 8 9 10
Realistic terrain moves convincingly, though a bit more detail would have been nice.

SOUND
1 2 3 4 5 6 7 8 9 10
Excellent effects. Running water sounds like water and life-threatening tigers sound like...

ADDICTION
1 2 3 4 5 6 7 8 9 10
It's big, it's going to take a long time to finish and it's not easy, but would you want it to be?

PLAYABILITY
1 2 3 4 5 6 7 8 9 10
Pleasingly intuitive controls, you won't need to keep referring to the manual all the time.

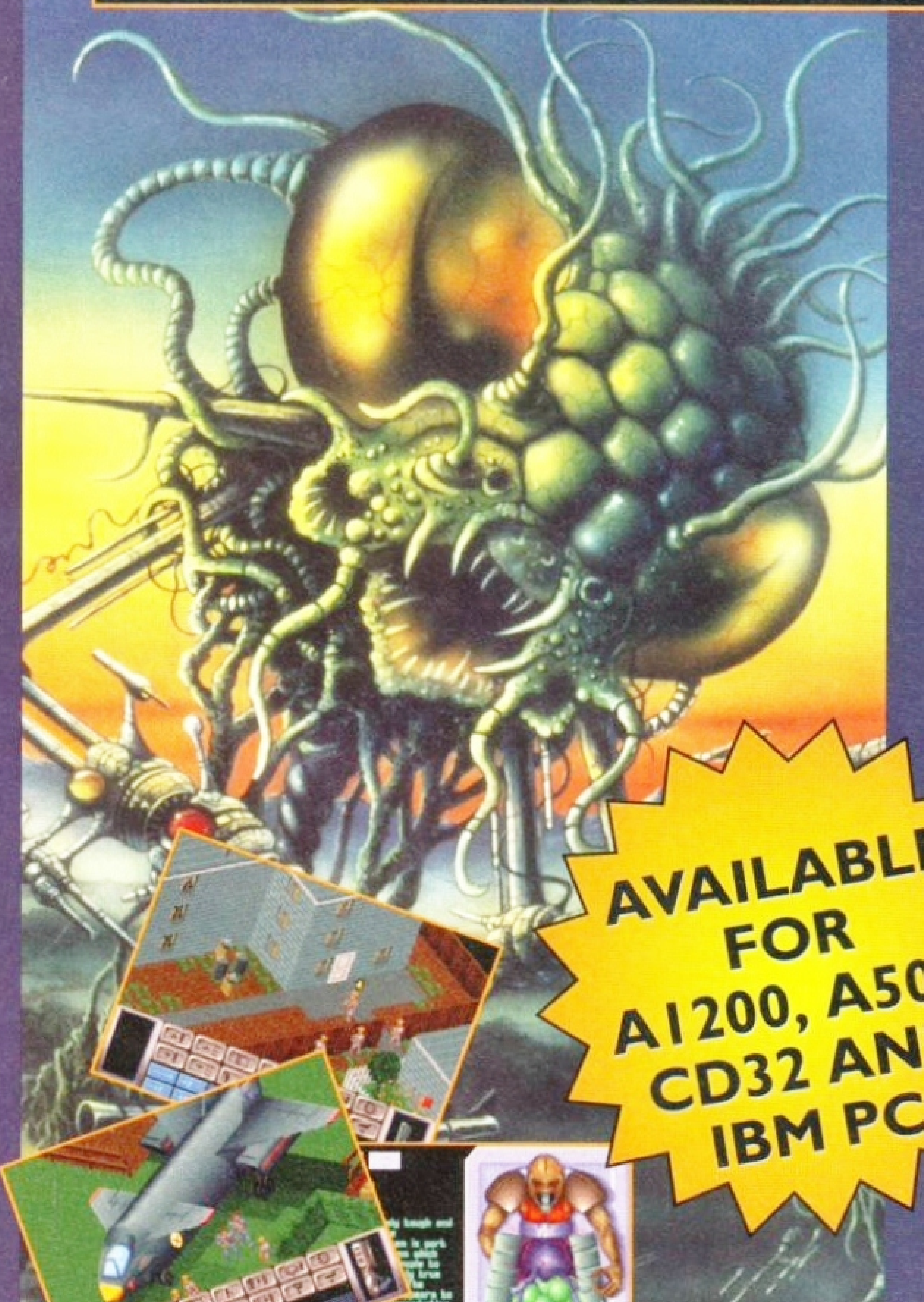
VERDICT

" Robinson's Requiem is the sort of epic quest usually associated with PC compatibles, but which thankfully avoids all the Middle Earth AD&D clichés. "

82%

UFO
ENEMY UNKNOWN

COMMAND EARTH'S FORCES AGAINST THE ALIEN TERROR



AVAILABLE FOR A1200, A500, CD32 AND IBM PC

"This is the best game I've ever seen" 97%

COMPUTER GAME REVIEW

1999. You are in control of XCom; charged by the world's leaders to strike at the alien menace that's terrorising the Earth.

At first, you'll scan, track and shoot down the slower UFOs, but that will just be the beginning. Whenever a UFO crashes, or lands, you must be there; leading a squad of armed soldiers from building to building, from street to street, using all your tactical skills to capture or destroy the aliens.

If you succeed in your first missions, your scientists and engineers will copy the alien technology to create more powerful weapons and craft for your forces to use. Gradually, you'll build up a terrifying picture of this Unknown Enemy, and their real aims and desires, then you'll have to work out a strategy to stop them.

One thing is certain - it won't be easy!

IBM PC screenshots shown. Actual screens may vary

S T R A T E G Y MICROPROSE

CRYSTAL DRAGON

The programmers of *Crystal Dragon*, Magnetic Fields, are industry veterans, previously responsible for such gems as *Lotus Esprit Turbo Challenge*, *Supercars* and *Kid Chaos*. This, to my knowledge, is their first RPG and it owes much to the original *Dungeon Master* game, in style at least.

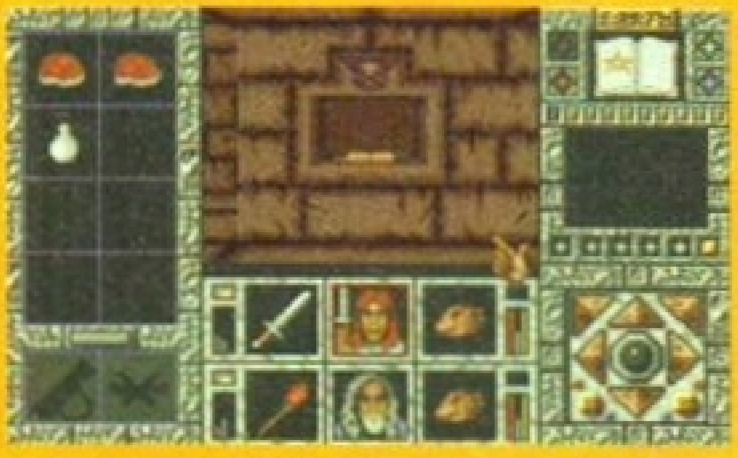
After the lovely introduction, the player selects a party of two to go off and defeat the evil Ariath, who's built a fortress around a magical crystal. Your two characters may come from any of the warrior, paladin, thief, assassin, cleric or magician classes, but a 'brains and brawn' approach is probably best.



The mighty sword of Sonja takes six hit-points off the well-drawn, but not particularly scary, guard. The wizard looks on, holding the coats and the torch.



A locked door, some curious scrawls on the wall and six buttons which move in and out when pressed. What do you make of it, Watson?



Ooo look, a not-very-well-hidden secret scroll. I wonder what it says?

Once the player has added his extra ration of points to the party's attributes, he begins his epic quest. And is immediately confronted with a blocked stone door surrounded by stone buttons which go in and out, some obscure scrawls on the wall, a scroll which sardonically states 'only the wise may enter', and no idea how to go any further. A little trial and error (all right, a lot), and the door eventually rumbled open.

I hear you knocking

The next problem is immediately apparent – it's all gone dark. Once you have found the lights, your party can begin exploring the surroundings. The first real disappointment of the game was the way the view scrolled – back to the bad old flick-screen days of *Dungeon Master*. A minor gripe, perhaps, but flick-screen scrolling can be very confusing and – for me, at least – kills any sense of atmosphere.

The knights who go 'Ni'

A dripping tap led me to a small fountain just around the corner, which my thirsty characters were extremely pleased to see. Further exploring led us to the guardhouse, where the 'we-kick-butt' inhabitants swiftly killed my brave warrior. As his possessions dropped to the floor, my wizened old magician tried to grab the sword and continue the fight but he too, alas, was rapidly disposed of.

Combat in *Crystal Dragon*, in keeping perhaps with Magnetic Fields' arcade-action past, is rapid and deadly for the inexperienced player. It is therefore worth creating a save game disk before you start, because this speeds up the process of getting back into the game after your characters have been wiped out; which they will be – very quickly – in your first few games.

A couple of little niggles now. Plenty of disk-swapping is required between games, the save option is hardly obvious when you need it most, but there are plenty of good points too – a self-mapping feature, three difficulty levels and lots of hints are scattered around.

The more I played *Crystal Dragon*, the more I enjoyed it, until I was simply breezing through the game, each attempt taking me further than the last. All manner of useful items are dotted around to help, and the game has a fair amount of depth, with plenty of stats to keep an eye on, if you want to get that involved. Overall, *Crystal Dragon* is very commendable.

Dale Bradford

CRYSTAL DRAGON



PROGRAMMER
Magnetic Fields

PUBLISHER
Black Legend/Kompart
0438 840004

PRICE
£29.99 (TBC)

RELEASED
End November

REQUIREMENTS
1Mb RAM

GRAPHICS 1 2 3 4 5 6 7 8 9 10
Magnetic Fields' trademark cutesy graphics seem a little out of place in a brooding RPG.

SOUND 1 2 3 4 5 6 7 8 9 10
Pseudo-medieval intro tune and sound effects – just what you'd expect in a dungeon game.

ADDICTION 1 2 3 4 5 6 7 8 9 10
Don't expect a PC-style state-of-the-art RPG, such as *Arena*, and you won't be disappointed.

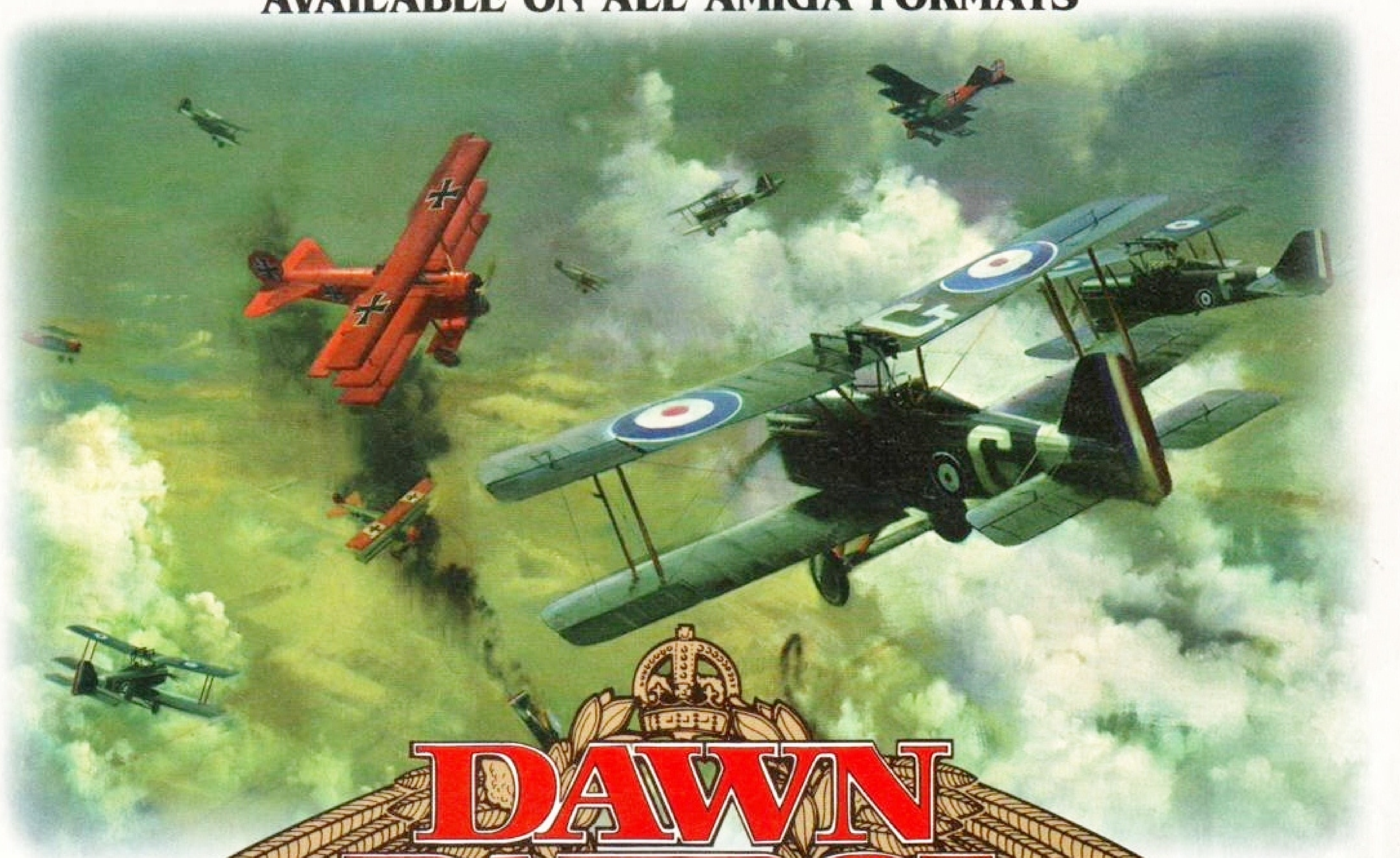
PLAYABILITY 1 2 3 4 5 6 7 8 9 10
Crystal Dragon could appeal to those who have never fancied an epic po-faced quest before.

VERDICT

" I would have gladly sacrificed the detail the flick-screen technique affords for 3D first-person scrolling. That aside, Crystal Dragon is enjoyable and accessible. "

75%

AVAILABLE ON ALL AMIGA FORMATS*



DAWN PATROL



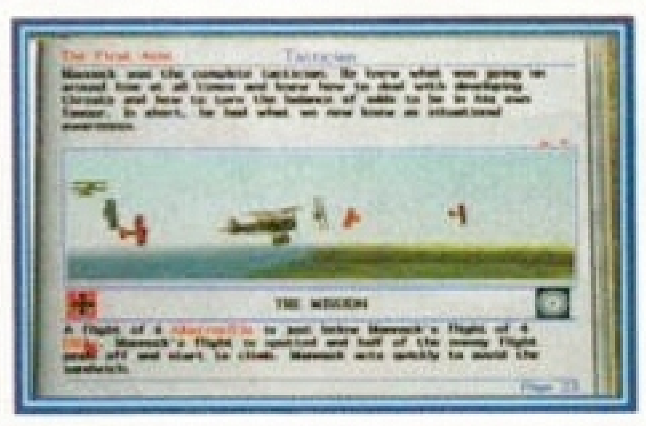



The First Air War

Dawn Patrol is a true flight simulation with the emphasis firmly on pilot control and 'seat of the pants' skill. Climb into the cockpit and prepare for the aeronautical experience of a lifetime.

- *Take the controls of one of 15 period aircraft including the Sopwith Camel, SPAD 7, and the Red Baron's Fokker Triplane.*
- *Leading Edge Technology provides enhanced features for the A1200 and A4000.*
- *32 colour mode gives twice the colour resolution of standard Amiga flight sims.*
- *A myriad of viewing perspectives (View Matrix) including interior cockpit, multiple external and unique ordnance view.*
- *Over 150 missions to accomplish ranging from traditional dogfighting to balloon busting, each with full mission briefing and embedded hypertext.*
- *64 pilot biographies allow you to create your own characters from Rookie to Flying Ace.*
- *Experience a complete account of the 1914-18 'War of the Skies' and battle for either side of the conflict.*
- *Fully hard disk installable.*
- *The 1914-18 team spirit amongst the airmen is further emphasised through a number of authentic wartime ditties.**
- *A full range of realistic sound effects accompanied by Tchaikovsky's "Capriccio Italien" add the final touch of authenticity.*






Forget all other flight sims, Dawn Patrol tests your flying skills to the full against the real pioneer Aces of air combat.

**1 MEGABYTE OF RAM OR MORE REQUIRED*

Dogfighting will never be the same again!

empire INTERACTIVE

EMPIRE INTERACTIVE ENTERTAINMENT, THE SPIRES, 677 HIGH ROAD, NORTH FINCHLEY, LONDON N12 ODA. TEL: 081-343 9143 FAX: 081-343 7447 MODEM: 081-343 7557

THE GREENWICH WORKSHOP *The Art of Discovery*

Got a CD32?

Then get along to your nearest newsagent NOW! and get a copy of *Amiga CD32*.





CANNON FODDER: Just one of the great demos on the *Amiga CD32* Coverdisc.



BUBBLE 'N' SQUEAK: The demo features snippets of six different levels of the game.

From the people who bring you

AMIGA FORMAT

comes...





CD32 GAMES

***Soccer Kid. Arcade Pool. Sensible Soccer International.* CD32 owners have never had it so good! Steve Bradley brings you the latest releases on a silver platter.**



SOCCER KID: If you want to know more about the Kid get hold of a copy of *Amiga CD32* magazine. In fact, all the CD32 games mentioned here are reviewed in the mag.



ARCADE POOL: *Arcade Pool* is best played in two-player mode and has eight types of game to play. Here you can show off in Trick Shot mode.



DARKSEED: An unremarkable adventure game that has you walking through an alien replica of your house amongst other things. Crumbs!

He's small, he's cool, he never goes to school. I'm talking about ***Soccer Kid*** (Krisalis, 0709 372290 £29.99). At least he never seems to, for he's too busy travelling the world with a ball attached to his foot, attempting to rescue the scattered pieces of the World Cup which has been nicked by trophy-hoarding aliens.

Soccer Kid's journey takes him from England to Italy, Russia to Japan and on to America. It's splendid platform fare – the parallax scrolling is velvety smooth, the sprite moves fluidly and the levels are gracefully drawn.

The Kid is blessed with some engaging football skills: backheels, overhead kicks, headers and sliding tackles included. It's unusual for such a pretty platform game to play with equal aplomb but *Soccer Kid* is as playable an example of the genre as you will find. Included in this version are an array of cartoon scenes dropped in for good measure but the game stands capably on its own.

Arcade Pool (Team 17, 0924 201846, £14.99) has been Number One in the budget floppy charts longer than Wet Wet Wet's recent success. Low of price and high in playability, we spent many an hour clacking the balls pocketward. Some people lamented its lack of realism; but it's an arcade game, we countered, it isn't meant to be *Archer Maclean's Pool Mark 2*.

Arcade Pool's top-down view and easy-to-pick-up control method make it a game that you can learn in minutes – but real proficiency takes much longer. The CD32 version has all the options of the original – there are many diverse versions of the game, Speed Pool and Killer are particular favourites of mine. And it's the only pool or snooker game available for the CD32.

My, what a trio. Next up is ***Sensible Soccer International Edition*** (Renegade, 071-481 9214, £19.99), a game which needs little introduction. In gameplay terms, it's the same as the last version but all the World Cup teams are now included and a referee appears, liberally brandishing red and yellow cards. Oh, and all the club teams have been updated too. But there's no Leeds United this time – you fools, take off 47%, and be grateful it wasn't more.



BATTLETOADS: Sadly, this beat-em-up is so poorly done that we can't recommend it to anyone. Don't buy it.

Seriously, this is as playable a computer game as there has ever been and at £19.99, it's a bargain. If you have the original and wish to update to this version, you can do so for only eight nicker.

Take a small man who, undeniably, resembles a certain Charles Brown Esq and give him a cuddly, dumb, caped sidekick. Call them ***Bubble And Squeak*** (Audiogenic, 081-424 2244, £29.99) and ask them to rid the planet of a heinous bunch of villains.

Five worlds and 30 levels of platform action (including bonus shoot-em-up sections) lie in their path before parity can be restored, and these can be tackled in one of two ways. Either you (that's Bubble) can head off and clear the level of baddies before returning to collect Squeak and escorting him to the exit, or you can drag him along for the ride. Unfortunately, the colourful and varied levels fill with water, so you can't leave him for too long.

Anyway, as you can imagine, all kinds of comic shenanigans occur along the way. Squeak is quite useful at times – he can chuck you in the air and if you collect gumballs, you can give your pal superpowers.

Bubble And Squeak is a better-than-average platformer although your masked chum occasionally drives you to distraction, particularly if you've made it to the top of the level, the exit beckoning and you successfully make that final ledge – then Squeak follows your moves to a tee, yet he just misses that final platform and falls to the bottom of the level. Doh!

Myth (System 3, 081-864 8212, £14.99) is a game where a Wolf (of *Gladiators* fame) look-a-like battles a variety of characters who



BUBBLE AND SQUEAK: Bubble and his annoying-at-times-but-very-useful-in-a-crisis pal Squeak bring cute platform action to the CD32 in a big way.



LAST NINJA 3: A sort of beat-em-up that's let down by some annoying flaws. On the other hand the graphics are pretty and it's cheap.

mainly resemble extras from *Jason And The Argonauts*. It's a hack-n-slash beat-em-up platformer. Only it's not as good as *Second Samurai*, which incidentally isn't out on CD32 yet, so the comparison is a tad pointless. The sprite suffers from incredibly stiff joints and the gameplay suffers accordingly.

Last Ninja 3 (System 3, 081-864 8212, £14.99) isn't a beat-em-up, though the genre features strongly in the game, nor is it an RPG although you do take on a role and have to wander through temples solving the odd puzzle.

Your task is to rid an isometric-viewed sacred temple of evil Shogun and his henchmen but it's unlikely the fight sequences will inspire beat-em-up fans because the characters occasionally become obscured by trees and buildings – and they're rather small. It's quite a pretty game and there is plenty to have a go at but it's dreadfully uninspiring.

Battletoads (Mindscape, 0444 246333, £29.99) is not a game you should consider buying. *Battletoads* is not a game you should consider stealing. If you receive *Battletoads* for your birthday, simply smile politely and then decapitate the bearer. It's 12 flawed levels of nonsense, a bit of beat-em-up, shoot-em-up and platform – all poorly executed. Go away.

Darkseed (Cyberdreams, 071-328 3267, £29.99) is a game about a man called Mike Dawson, and Mike has been 'interfered' with by some aliens. You have to wander through a variety of locations picking up bits here and there.

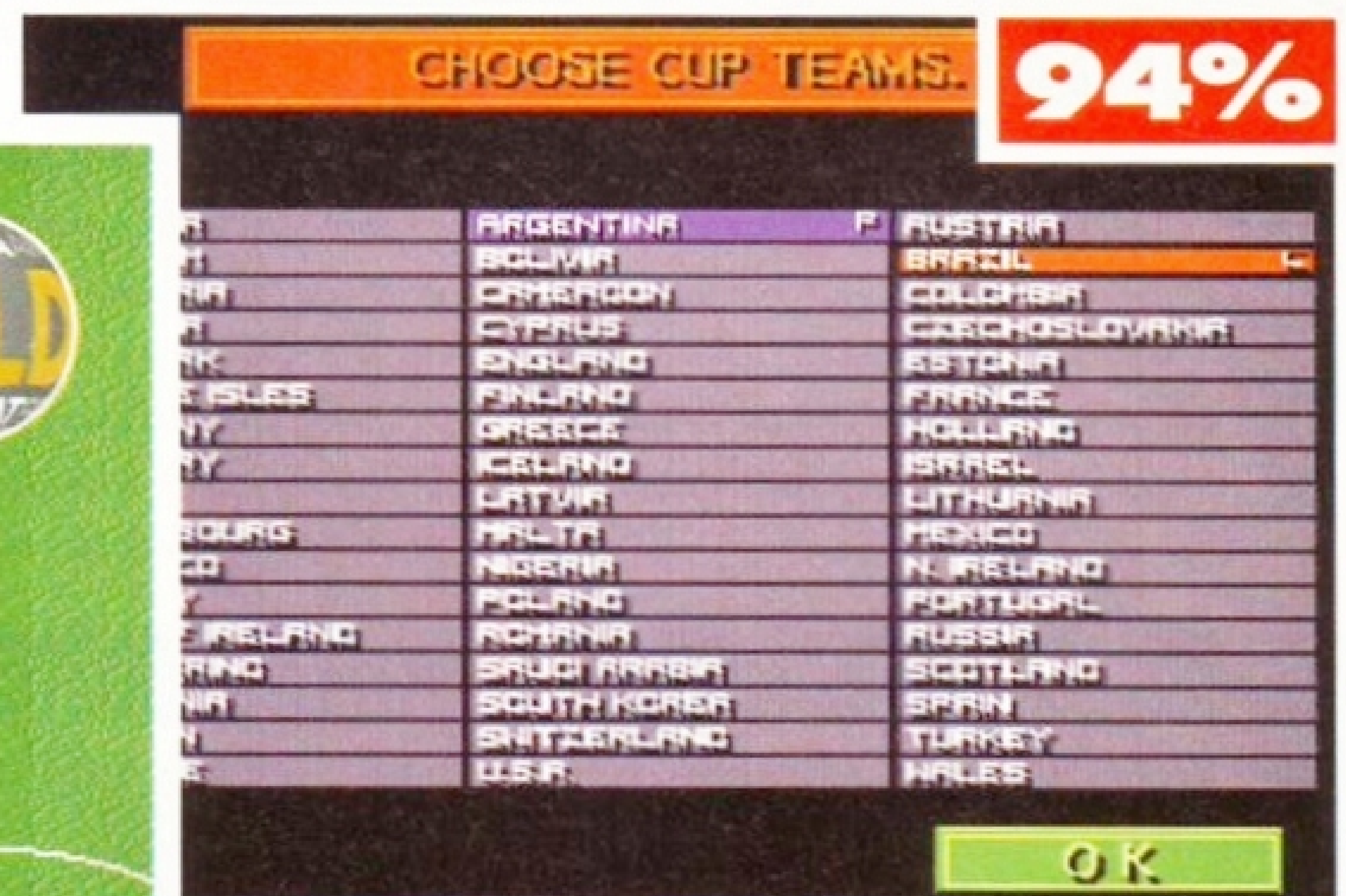
There are some nice visuals and the odd horrific bit, but it's all rather unexceptional. Still, those with a feel for wandering-around-looking-for-things adventure games should enjoy *Darkseed* – especially meeting the bizarre alien counterparts of the real-life characters.



MYTH: Another inexpensive game that will keep you busy hacking at bloodthirsty monsters while you admire the graphics.

SENSIBLE SOCCER



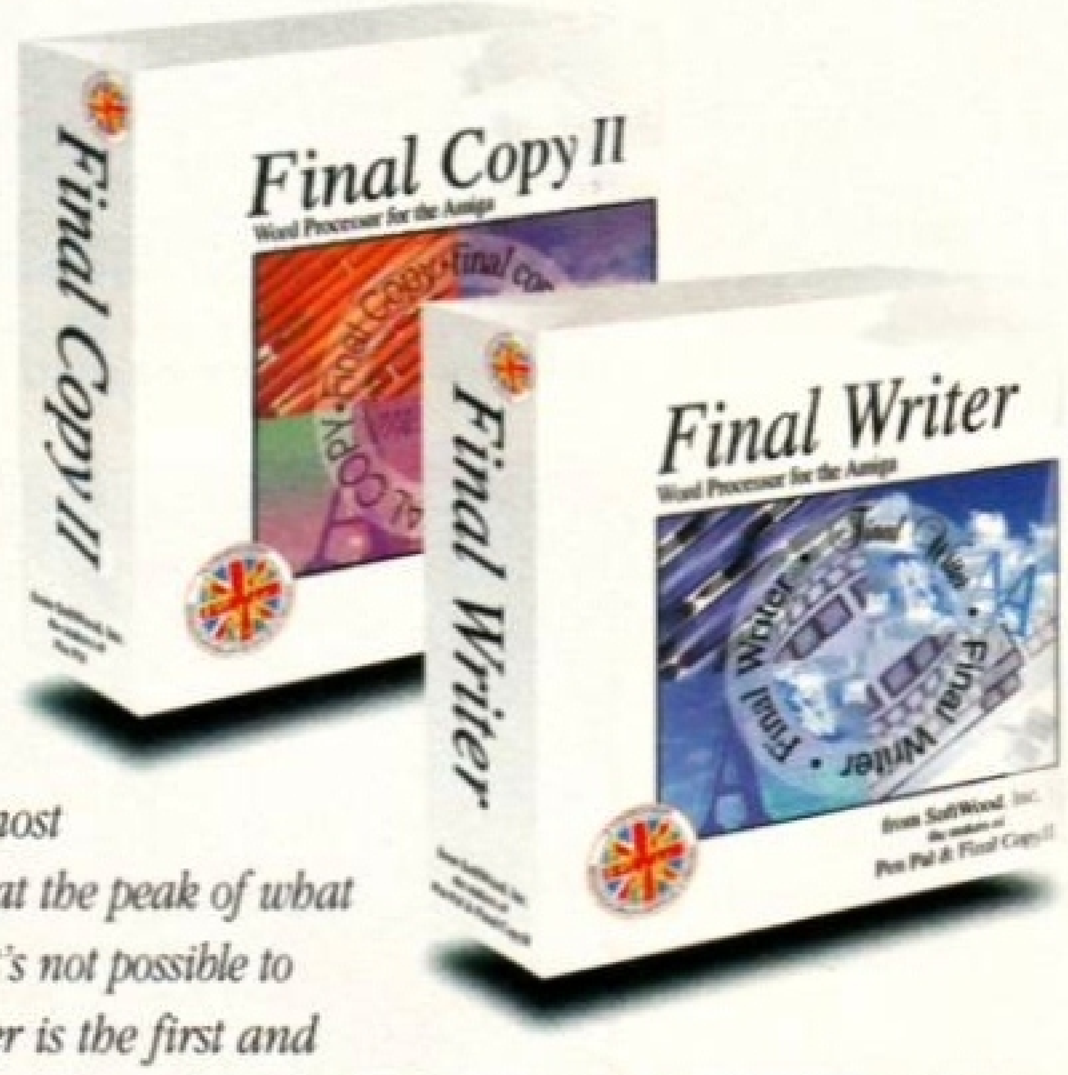


SENSIBLE SOCCER INTERNATIONAL EDITION: At £19.99 the latest incarnation of *Sensible Soccer* is a real bargain. *International Edition* features all the World Cup teams and a card-brandishing referee (just like the World Cup really when there were more cards than at WH Smiths). Somehow Leeds United no longer feature among the domestic teams, which would imply that those clever chaps at Sensible have built in some sort of quality control.

At SoftWood we have o

...we don't just rest on them!

When your software repeatedly wins the highest accolades in reviews worldwide, what do you do? Work even harder to stay ahead of course! New Final Writer Release 2 is the latest result of our intensive development - it's even easier to use, and even more powerful. It's the best there is, and it's designed for those who expect the most from their Amigas. But, if you don't have a hard drive system, don't despair, we can still help. At SoftWood we offer you a choice of two Word Processor/Page Publishing packages.
But why TWO?
Well, this means that whatever specification Amiga you have, SoftWood have the perfect solution for your requirements - and always the most powerful possible for your system. Final Copy II is at the peak of what can be achieved when running with twin floppies, it's not possible to offer more without losing performance. Final Writer is the first and only hard drive compulsory Amiga word processor; the only package that doesn't make compromises to be floppy compatible!



The SoftWood Advantage...

Final Copy II (upgradable to Final Writer as your needs grow) and Final Writer are the only word processors that give you ***PerfectPrint***™ *- a unique printing advantage giving silky smooth Industry Standard Adobe™ Type 1 or Nimbus Q scalable outline fonts direct to* ***any*** *printer (even dot matrix and ink jet), in both landscape and portrait. Others use a restrictive and unnecessary jumble of different fonts with complex driver programs for outputting to various printers. The launch of Final Copy II introduced* ***FastDraw***™ *- a special set of structured drawing tools for constructing lines, borders, arrows, circles etc. directly on the page.*



Final Writer, extending innovation...

Now, as others are just starting to add similar features, saying they're 'revolutionary', Final Writer extends the innovation further with ***FastDraw Plus***™ *- adding even faster and more functional options, including a new rotate command. Final Writer Release 2 is again leading the way with the introduction of* ***TouchTools***™ *and* ***PowerUser Bar***™ *technologies. These features give the user a definable area at the top of each document window where up to eight "one-touch" button strips can be configured. Each strip contains easily customisable sets of functions giving instant access to all the major commands/features - with a simple click of the mouse! There is even a set of buttons allowing "one-touch" selections of font style and size plus variations including Plain,* ***Bold****, Italic and Underline!*
It's no wonder we've received top reviews, ratings and awards from all the leading magazines...

"What the Papers Say..."

Amiga Shopper... *"Final Writer is the closest thing to Microsoft Word to appear on the Amiga"* **Amiga Computing...** *Final Copy II voted "Best DTP Package"* **Amiga Shopper...** *"If ever there was a good reason to buy a hard drive for your Amiga, Final Writer* **is** *that reason - Amiga Word Processing has come of age with Final Writer"* **Amiga Format...** *Final Copy II is "The Best Word Publisher"* **Amiga Pro...** *"In comparison (to Wordworth 3), Final Writer 2 is slick, solid and reliable and... is a damn site more usable"* **Amiga User International...** *Final Writer is "a powerful program that produces excellent results"* **Amiga Computing...** *Final Writer is "easily the most configurable Amiga WP ever"* **CU Amiga...** *Final Writer is the "most powerful WP ever to grace the Amiga"* **Amiga Format...** *"I'd go for Final Writer over Wordworth (3) - Final Writer is a joy to use"*

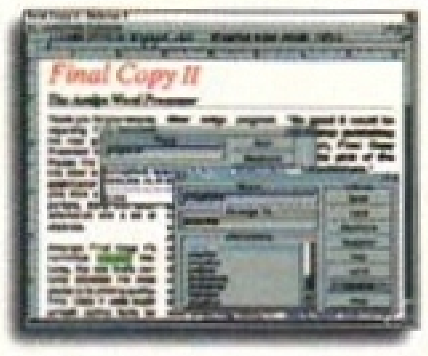
The Highest Accolades...

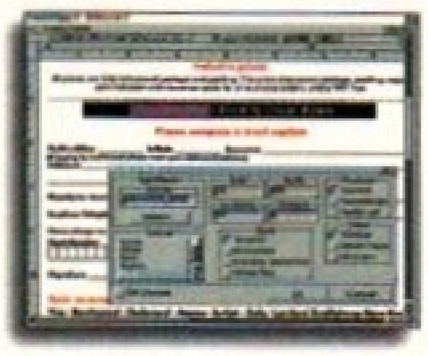




Final Copy II Release 2

Our word processors go beyond simply producing normal letters and documents, at which they naturally excel, and progress into a world where "how the whole document looks" is just as important as "what it says". Admittedly, this can be achieved with Desk Top Publishers - but they're not so easily used as word processors, especially when a good looking letter needs creating quickly - they're far too cumbersome. *Final Copy II* offers the perfect balance between the two requirements... Ease and speed of use, with total control over the perfect printed presentation.





Complete control over how documents look, now *you* have it at your finger tips on your Amiga! Features include: **FastDraw**™ (on-screen drawing tools for use with the generation of borders, boxes and lines or arrows at any angle), Multiple Newspaper Style snaking columns, **PerfectPrint**™ (the unique ability to use **Post Script**™ outline fonts on absolutely any printer in either portrait or landscape) and Text Auto Flows around graphic objects and imported pictures (placed anywhere, scaled or cropped) with the highest print quality. Text can also be printed over graphics!



It's features like these that explain why there are some professional magazines, with 200+ pages, that are produced entirely with *Final Copy II*! Publishers, and many others, have quickly discovered that...

No other Amiga Word Processor in the same category, and at such a competitive price, has all the capabilities *Final Copy II* users have always taken for granted! Isn't it time for you to take a look too!

SoftWood Direct Price: **£49.95**

SoftWood Direct...*the* ***best*** *software at the* ***best*** *price*...**Order**

HELP ON MEMORY: ***Our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all***

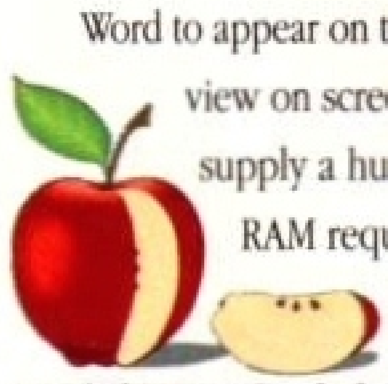
ur Laurels...



NEW Final Writer Release 2

Final Writer was launched last year with the power user in mind. It is the Amiga's only Hard Drive compulsory word processor - neither performance nor features have been compromised to maintain compatibility with floppy drive only systems. As well as having a unique list of features for the author of longer documents and publications - automatic indexing, table of illustrations, table of contents and bibliography generation - *Final Writer* with its **TextBlocks™** was the first word processor to put a character (or group of characters) anywhere on the page, at any size and any angle. It offers a virtually unlimited ability for effects with graphics *and* text. Just like *Final Copy II*, *Final Writer* also includes **PerfectPrint™** and has a set of tools to create structured graphics with new **FastDraw Plus™** (now with additional functionality that includes new options like rotation). And... you can also access features unique to SoftWood with both the new **Touch Tools™** & **PowerUser Bar™** "one-touch" technologies. Simply 'clicking' a button, means you can define, change and save such things as the 'Paragraph Styles' (ie. Font, Font Size, Text Position, Bold, Italic, Underline etc.) and 'Layout Options' (left, right, centre or justified, bullets, line spacing, indents etc.). The options you have through single button selections are nothing less than remarkable! Indeed, one magazine heralded these as "the closest thing to Microsoft Word to appear on the Amiga"! Also uniquely, *Final Writer* can import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we supply a hundred free with the package) to *any* printer (>2mb system RAM required). And... if you own a PostScript printer *Final Writer* is the only word processor with a set of output options including scaling, crop marks, thumbnails, and half-toning. Combine features like ARexx/Macros and **Text Clips™**, with others new to *Final Writer*, including floating palettes and UNDO/ REDO (on text, formatting *and* graphics actions) - and you have... ***Final Writer Release 2.*** Available now from SoftWood Direct (and all other good Amiga software stockists) - offering you the... **Perfect Word Processing/Page Publishing Solution.**





Actual Clip Art as Supplied



SoftWood Direct Price: £74.95

Hotline 0773 521606

graphical software requires more memory - dependent on the functions being used.

SoftWood

New Street Alfreton Derbyshire DE55 7BP England
Telephone: 0773 521606 Facsimile: 0773 831040

Introducing - SoftWood *Direct*

We recently surveyed a sample group from of our tens of thousands of users asking for their opinions or comments about our software. The results were overwhelmingly positive with many users saying that **they regretted not buying *Final Copy II* or *Final Writer* much sooner!**

When we asked them why they hadn't, the most common answers were price and availability, combined with the fact that they often had another word processor they'd owned for some time - or had received free. They couldn't see the need to upgrade! Once they had however, and found just how much more easily and more productively they could work, and how much better the output could be from their own printer... **they couldn't believe what they'd been missing!**

When you can buy a brand new Amiga for under £300, it's obvious that software has got to be priced competitively. Even now though, some Amiga software vendors are raising their prices to counter faltering sales. Some even charge you, again and again, each time you call them for support! Our increasing sales mean we can now lower our prices to the best we've ever charged! Buying from SoftWood Direct ensures you get **the Best Possible Software at the Best Possible Price!**

But... don't just take our word for it; magazine reviews of Amiga word processors in the UK, and worldwide, have bestowed higher marks and more awards on *Final Copy II* and *Final Writer* than any others. We prefer not to say we're number one - the experts do it for us! Our packages have consistently been acclaimed for their "bullet-proof" reliability right from the day of launch. SoftWood software **works first time, every time!**

We listen to feedback from our users... and we act on it! We're so confident you'll be delighted with our programs, we now offer a no-risk chance to find out. SoftWood Direct's promise to you is that if you find we don't live up to any of our claims... **We'll give you your money back!** When you've decided you're completely happy, by simply returning your registration card you'll qualify for **free lifetime technical support.** And... Final Writer owners will also receive **50 additional outline fonts, completely free of charge;** Fonts that others may charge £££'s for.

Call Today... to find out what you've been missing!

3 Easy ways to Order

1. **BY PHONE** 0773 521606
2. **BY FAX** 0773 831040
3. **BY POST** ...to the address below

SoftWood *Direct*

DEALER ENQUIRIES WELCOME

ORDER FORM

AMF

Mr/Mrs/Miss/Ms:______ Initial(s):______ Surname:____________

Address:________________________

County (Country if overseas):____________ Postcode:________

Daytime telephone:____________ Evening telephone:____________

Please charge my credit/debit card as detailed below *(Please Tick)*...

(Card Authorisation Signature:)

'*Final Copy II*' UK & Overseas **£49.95** ☐ '*Final Copy II*' Non UK EC **£59.95** ☐

'*Final Writer*' UK & Overseas **£74.95** ☐ '*Final Writer*' Non UK EC **£84.95** ☐

Credit/Debit Card No.: ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry Date: ☐☐ ☐☐ Issue No.(Switch Cards Only): ☐

Cheque/Bank Draft/Postal Order for £___ : ___ payable to SoftWood Products Europe... ☐ *(Please Tick)*

PLEASE RETURN TO: SoftWood Products Europe, New Street, Alfreton, Derbyshire DE55 7BP.

RE-RELEASES

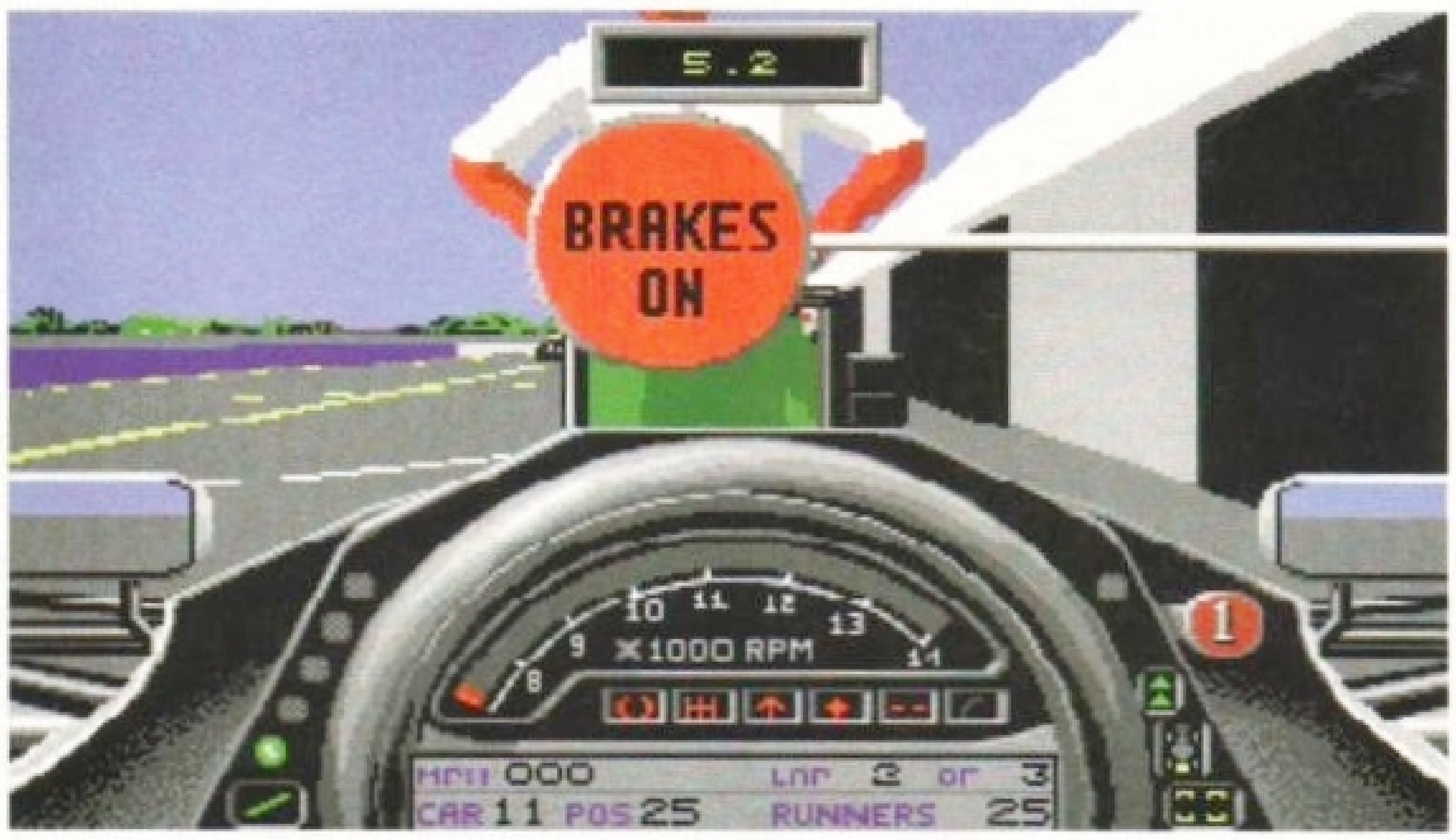
Steve McGill waxes lyrical about the budget release of two of the best ever Amiga games and a platform favourite...



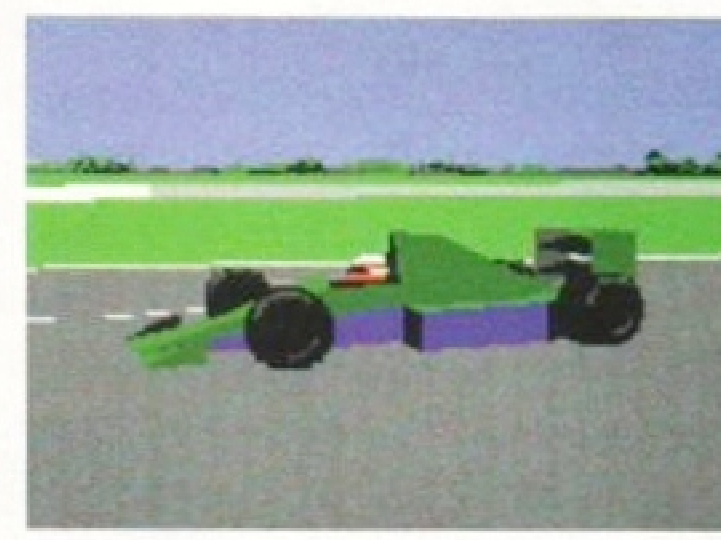


There's no doubt that Geoff Crammond's ***Formula One Grand Prix*** (Powerplus, 0276 684959, £16.99, *AF32* 92%) is the best full-price game ever to be released on the Amiga – it's a fact of life. Now it's also the best budget game ever to be released on the Amiga.

So, logically speaking, that means that it's the best game ever on the Amiga times two. And at half the original price, that makes it four times the value in terms of gameplay that it was originally. Or something like that. But what makes it so good, and why has it managed to remain at pole position since its release?



FORMULA ONE GRAND PRIX: Geoff Crammond worked closely with the Footworks Formula One team to create the realistic effects that make *F1GP* one of the finest Amiga games.



Good gear

The answer is simple. Realism and attention to detail. Each of the 16 circuits has the bends in the right places, at the right distance from each other with the right angle of attack needed for the car to negotiate them.

The car itself is a beast to control. All that speed, power, acceleration and slip differential are just too much for the novice driver to get to grips with straight away. But features such as automatic braking, automatic gear changing, self righting spins, indestructibility, suggested gear and ideal line of travel help to ease the new driver gently into the game. Each of these helpful options can be discarded as soon as your driving skills in that particular area are up to scratch.

The feel of the car is staggeringly realistic. You end up bracing yourself when braking hard into corners and accelerating into the straights. If you bust your tailfins or aerofoils, you can feel the loss of performance straight away. Likewise when the car's tyres start wearing out, the handling loss is perceptible. The realism and atmosphere is further enhanced by all the cars carrying team colours.

When *F1GP* first came out, the majority of Amigas were A500s. Now with the A1200 being the dominant platform, you can enjoy playing the game at twice the speed. It's a marked improvement on the A500 game and gives *Formula One Grand Prix* a new lease of life.

If you haven't got this already, the new price of £16.99 means you should make it a priority purchase. No Amiga games collection could ever be considered complete without at least one copy of *F1GP* residing in the disk box.





GUNSHIP 2000: An absorbing and compelling combat flight sim which (like *F1GP*) owes much of its lasting appeal to its realism.

It's a fair copter

If *F1GP* is the king of Amiga driving games, then the king of the rotational collective of flight sims has to be ***Gunship 2000*** (Powerplus, 0276 684959, £16.99, *AF49*

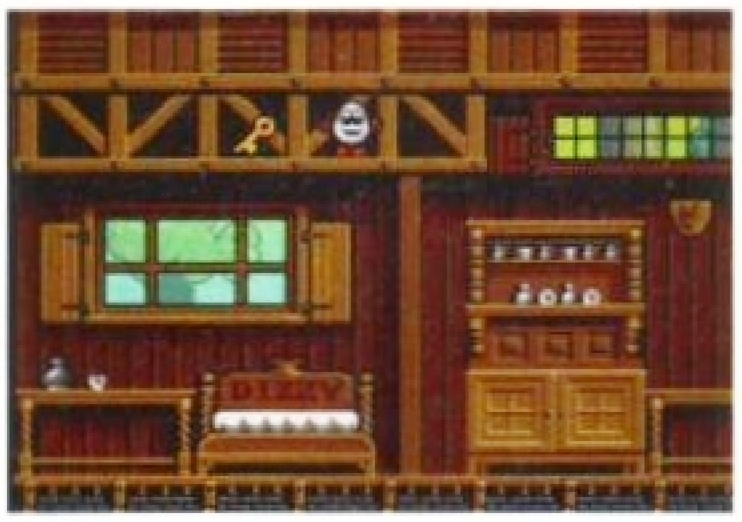








FANTASTIC DIZZY: What it lacks in state-of-the-art graphics, it makes up for in puzzley platform gameplay.



94%). It gives you the choice of flying five different kinds of attack helicopter over two massive theatres of war. Again, just like driving a car in *F1GP*, flying a *Gunship 2000* helicopter requires plenty of skill. It's too much for the average rookie to be expected to pick up all at once, so there are several automatic modes such as throttling, landing and terrain hugging to help ease the way into real combat flying.

Missions are doled out at random and they help familiarise the pilot with weapons systems and identification of the enemy. For example, hellfires are used against tanks, sidewinders and sidearms against airborne targets and Penguin missiles against ships. In fact, the game is quite an eye opener and an education into the various attack strategies and equipment used by the US Army.

Gunship 2000 is a state-of-the-art flight sim that fits in nicely with the squadron of flight sims you're likely to have collected already.

Dizzy heights

When ***Fantastic Dizzy*** (Codemasters, 0926 814132, £14.99, *AF55* 87%) was first released it broke new ground for *Dizzy* games. For starters it had proper scrolling, 32-colour backdrops, a neat day/night effect and a jaunty soundtrack. More ominously, it was also the first full-price *Dizzy* game – it cost £25.99.

Thankfully, this re-release is an AGA upgrade and it costs a much more sensible £14.99. Which can only be a good thing especially because *Fantastic Dizzy* is the best of the *Dizzy* family. The puzzles are more logical than those of old and interest is added with the inclusion of sub-games such as tile-sliding, mine-cart-riding and *Operation Wolf*-style shooting galleries.

The AGA updates aren't immediately obvious, but the appeal of *Dizzy* doesn't really lie in fabby graphics anyway. It's more the believability of the *Dizzy* world.

So, if you're after a gentle puzzley platformer that appeals to kids and adults alike, look in the general direction of *Fantastic Dizzy* AGA. It won't disappoint.

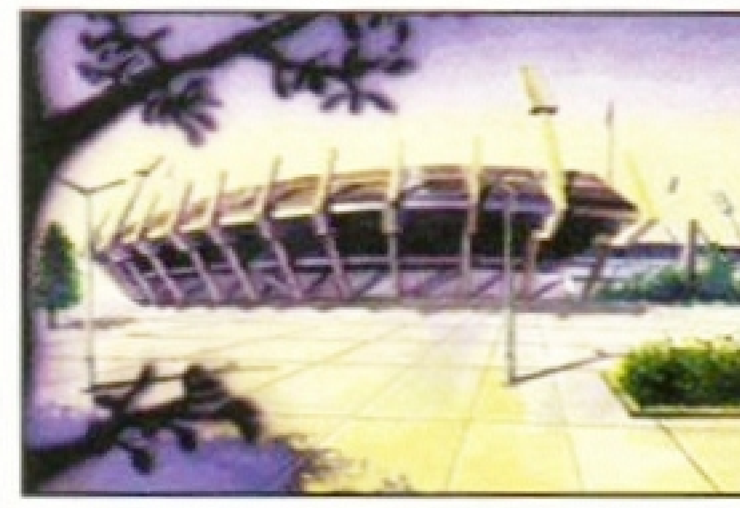
MAKING THE MARKS ADD UP

All of the games here have two marks – one in the text and one on the picture. The first is the mark the game received when it was originally reviewed in *Amiga Format*. The score on the picture is what we now think the game is worth, taking into account the re-release price, how it's aged and whether it's been superseded by a new generation of better or faster games.

ON THE BALL LEAGUE EDITION - OUT NOW

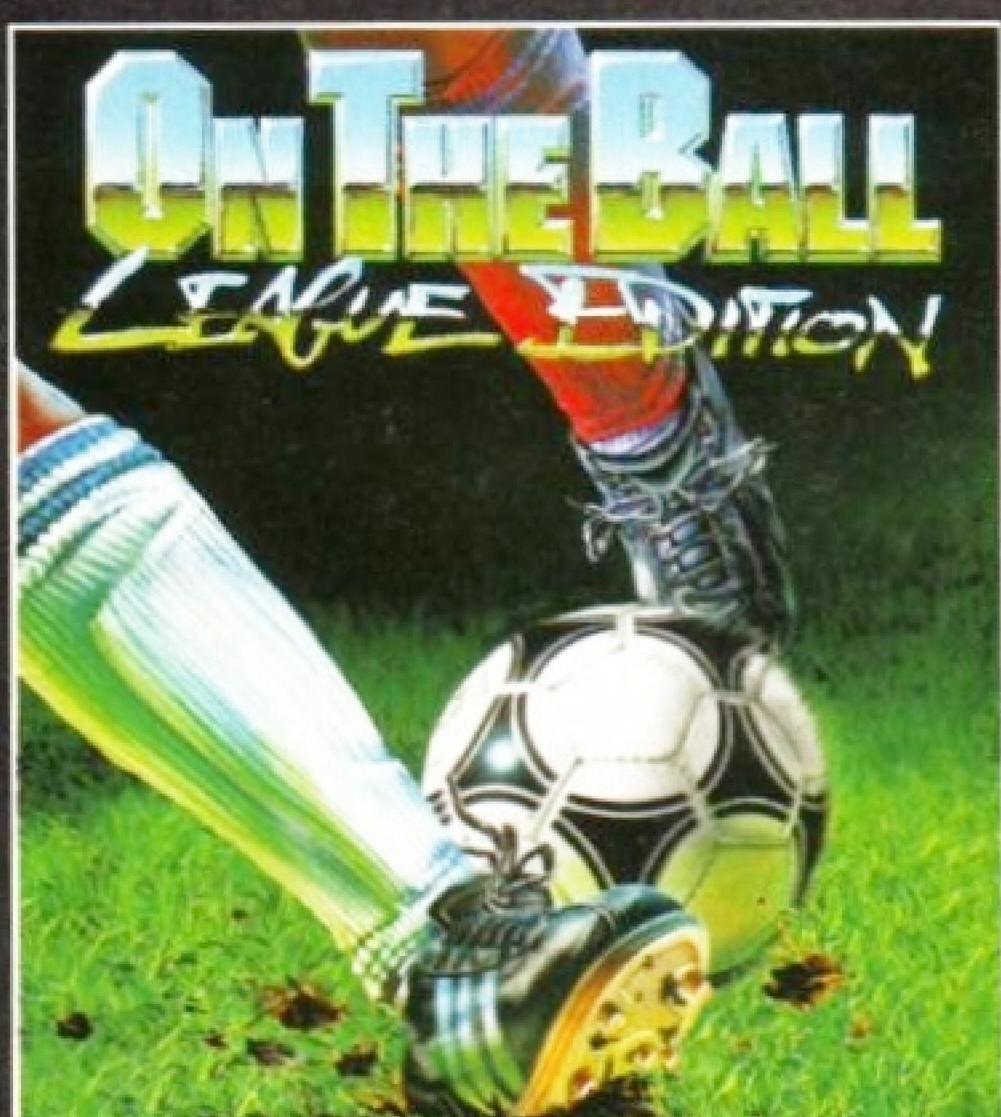
Exclusive







On The Ball League Edition takes football management simulations into a new era.



Combining meticulous detail and realism with sensational animated graphics and an irresistible presentation, this is like no other footy-management game you have played.

Now you must prove yourself as a club manager, and take your team to the top of the premiere league.

See your matches played out infront of your eyes in spectacular TV style animation – and view your opponents matches, as they happen!

Football fans were left drooling earlier in the summer when ASCON released On the Ball World Cup Edition. The game shot to the top of the charts and has left football fans eager for the League Edition.

"Easily the best football management game I have ever played"

That's what CU Amiga said about On The Ball World Cup Edition – now you know, how can you miss the League Edition?

PHEW – WHAT A WINNER !

Check out some of the rave reviews that On The Ball World Cup Edition received:

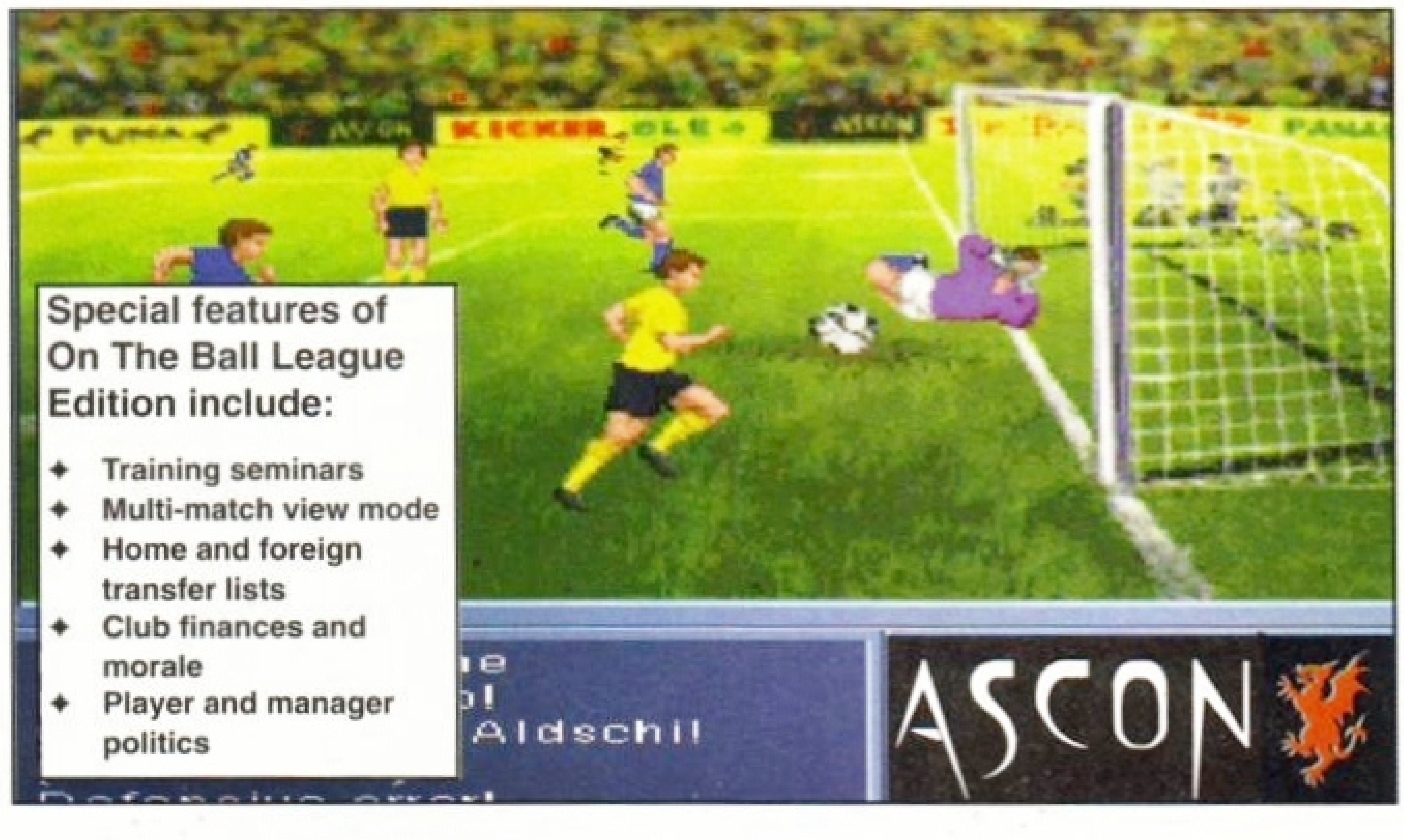
"The best I've ever seen in a football management sim...it will grip you and it won't let you go". Amiga Format

"Unique and unmatched...you'll kick yourself if you miss it." C&VG

"Sets the standard for others to imitate" PC Review

"For sheer; frolicking fun, On The Ball can't be beaten" PC Format

"The best football management game I have ever played". Amiga Action



Special features of On The Ball League Edition include:

- Training seminars
- Multi-match view mode
- Home and foreign transfer lists
- Club finances and morale
- Player and manager politics

OUT NOW FOR PC, AMIGA and A1200. Word Cup Edition out now on CD-ROM, featuring "live action" spoken commentary

GAMEBUSTERS

Stephen Bradley rounds up another selection of reader's tips, hints and cheats to help you preserve your game-playing sanity...

PUT IT ON DISK

If your hints and tips are long and complicated, why not stick them on a disk and save our typist's aching fingers.

Send your tips to:

GameBusters,
***Amiga Format*,**
30 Monmouth Street,
Bath, Avon BA1 2BW

TRAPS 'N' TREASURES

Reviewed *AF60* 82% ■
Krisalis 0709 372290

Here are some of the *Traps 'n' Treasures* passwords.

00000000: Threadneedle Lagoon
52011413: Skull-Grotto
31245300: Temple
15204524: Fortress

VALHALLA

Reviewed *AF61* 23% ■
Vulcan Software 0705 670269

I'll keep it short and sweet. The *Valhalla* level codes are:

lopfgw: The Sanctuary
uhgwil: The Chapel
abheft: The Tower

There you have it. Good luck, you'll need it

John Oates,
Clayton, Manchester

POPULOUS 2

Reviewed *AF30* 95% ■
Electronic Arts 0753 549442

I think I've found a cheat for *Populous 2*. The game may be old but the cheat's new!

First, select a conquest game and type in WOITAB (for the last level), and then select Cancel at the bottom of the screen. Then go to Custom Game and go to the in-game options screen. Select I Am Bad then select Quit Game. Now select Conquest game again and select Proceed. Then get all of your men killed. The screen that pops up afterwards should say Land Completed By Good and you should get to the End Game Sequence. This trick might work on other levels but I haven't tried it yet.

Charles Hobbs,
Almondsbury, Bristol

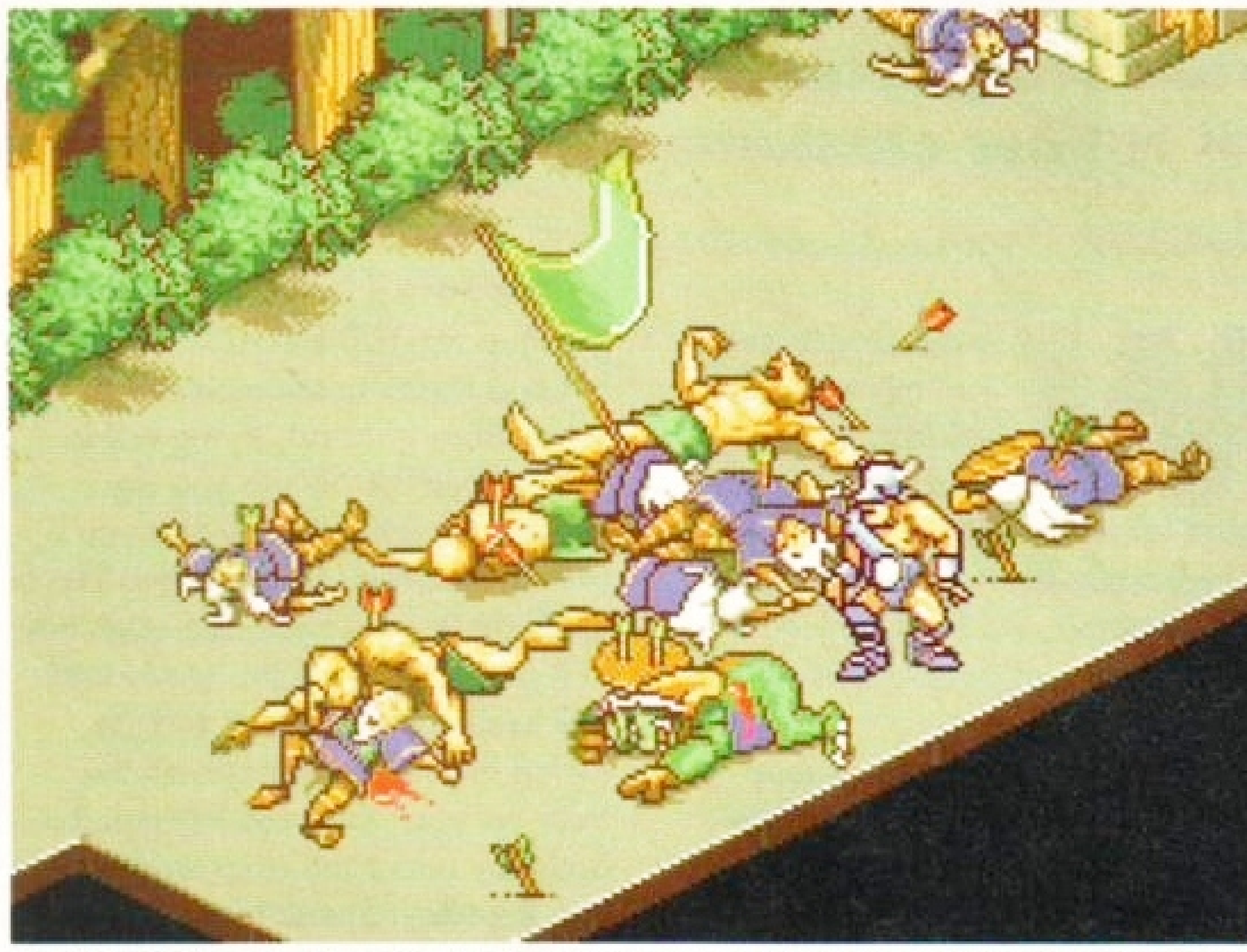
HEIMDALL 2 CD32

Reviewed *AF62* 81% ■
Core Design 0332 297797

While playing *Heimdall 2* on CD32, I discovered a way of getting loads of money. When you finish a world, don't collect the restart book in the Hall Of The Worlds but instead proceed into the next world and collect as many bonuses as you can. Then, return to the Hall Of The Worlds and collect the book.

Save the game using the save icon in the inventory, then load again. You will still be in possession of the items and money you picked up before you saved the game, but the bonuses will reappear on the next world for you to collect again. You can repeat this process as many times as you like.

Martin Cooper,
Shanklin, Isle Of Wight



The Hall Of The Worlds holds the key to increasing your chances of doing it to them before they do it to you in the mythical adventure *Heimdall 2*.

FRONTIER: ELITE 2





Become master of the inter-galactic free market economy by selling fruit and veg in David Braben's *Frontier*.

Reviewed *AF54* 90% ■
Gametek 0753 553445

Over the months that *Frontier* has been on the market there has been tip after tip after tip. But one tip has, as yet, not been printed. Well, here it is and it's great. Using the following method you are able to make money, and lots of it.

1) Start off at the planet Ross and then travel to Sol.

2) When you arrive at Sol sell off all of your ship's equipment (including the lasers), but hang on to the automatic pilot.

3) You now have more money and more cargo space.

4) Buy fruit and veg and go to Barnard's Star. Remember you don't have atmospheric shields, so always land at space stations. Don't worry about being attacked, you won't be.

5) When you reach Barnard's Star sell your fruit and veg and buy computers or robots.

6) Go back to Sol.

7) At Sol check the Bulletin Boards for anyone wanting your cargo. Somebody will want computers or robots one out of five times and will pay a very high price for them.

8) Go to step four.

When you have enough cash buy a bigger ship and continue the trips. It may take a few hours of playing but you'll get several million credits and a great big ship, which you can sell to get a little fighter.

Now you can concentrate on fighting and improving your rank and status. If your money gets low simply do the trips again.

Gary Robson, Cleveland

MONKEY ISLAND
THE COMPLETE SOLUTION

With the budget release of *Monkey Island*, a new generation of people are wandering around looking for rubber chickens...

£25 winner



How to get past the troll is a problem that has baffled *Monkey Island* players for years, but now GameBusters reveals the game's many secrets.

Reviewed *AF23* 92% ■ Kixx 021-606 1800

We decided to send you this complete solution to *The Secret Of Monkey Island* for two reasons:
1) Ever since *Monkey Island* came out on budget, we have noticed a steady stream of people writing in to magazines for help.
2) We wanted to get our grubby paws on the £25 mail order prize that you so generously hand out every month.

PART ONE – THE THREE TRAILS

Go to the Scumm bar and talk to the pirate in the red coat. Walk into the room at the far right of the screen and talk to the important-looking pirates, tell them you want to be a pirate and they'll tell you that you have to do three tasks: master the sword, the art of thievery and go on a quest.

Ask them to tell you more and when you have found out everything you need to know wait outside the kitchen. When the cook comes out, walk into the kitchen and pick up the pot underneath the table and the meat on top of the table. Open the door to the right, go outside and stamp on the plank until the bird flies away. Then pick up the fish and leave Scumm bar.

Leave the screen to the left, go past the watchman to the path and on to the clearing. Walk to the circus tent and speak to the Fettucini Brothers. Being the kind and caring sort of bloke that you are do their little stunt. When they ask for the helmet give them the pot you brought from the kitchen.

Reluctantly accept the 478 Pieces Of Eight they give you for risking your life, leave the hut and head for the fork. When you arrive, take the path on the left and pick up the flower. Use the flower with the meat and go back to the village.

Walk through the arch and speak to the shifty-looking guy on the corner. Tell him that you once had a brother named Dominique and buy the map for 100 Pieces Of Eight. Go left and speak to the men of low moral fibre (pirates), trying not to irritate their rat. When you are offered the minutes, say that you'll take them if they give you two Pieces Of Eight. Walk away and open the first door on your right. Go in and talk to Mrs Voodoo. Go outside, taking the rubber chicken on the trunk on your way. Go through the archway under the clock and walk into the alley. Speak to the grumpy sheriff and try not to get arrested.

Go to the prison (the building with the lighted arch) and speak to the prisoner. Go back outside and walk into the shop. Pick up the sword and ask for some mints. Go all the way back to the prison and give the mints to the dragon-breathed prisoner. Find out some more info and leave.

Go left through the big arch and give the poisoned meat to the cute little piranha poodles. Open the mansion door and walk in. Pick up the vase and go through the glass door. Wait for the commotion to stop and go back to the prison with your newly-found items. Give the gopher repellent to the prisoner and open the cake that he gives you.

Head back to the mansion and climb through the hole in the wall. Talk to the governor and then to the sheriff (politely). Go for a paddle, pick up the idol and climb out of the sea. Talk to the governor again, go back to the Scumm bar. Give the idol to the important-looking pirates and leave.

Go back to the shop and buy the shovel next to the safe. Ask the man where you can find someone to fight with the sword. When he leaves follow him to the swordmaster and speak to her. When she has finished, find your way back out of the forest and go to the bridge.

Give the fish to the troll and carry on to the house. Open the door and talk to the trainer. Ask him to teach you to be as good as the swordmaster. When he tells you that you're no good, keep on saying that you are until he backs down. Show him your sword, go in and start your training. After you have finished training go back to the map and wait on the corner opposite the fork. Pick a fight with any pirate you happen to meet. Keep fighting until you have all the insults and have won at least three fights.

Go back to the swordmaster and beat her at a sword fight (this bit took us bloody ages). When you have beaten her and have your great present go back to the fork and off to find the treasure. Find your way through the woods (we're not going to tell you how because we're gits).

When you get there use the shovel to dig up the treasure and head back to the Scumm bar with your two new T-shirts. You will notice that there is nobody there except for a crying cook. Pick up all of the mugs and walk into the kitchen and use one of the mugs on the barrel. Take the melting mug to the prison and as the mug melts use it on another until you arrive at the prison, then use the grog on the lock. Ask the prisoner to join your crew.

Next go to the path and make your way to the little island. Climb the pole and use the rubber chicken on the cable. Walk to the house. Open the door and enter. Tell the topless guy about the governor and suggest sailing off to find her (with you as captain of course).

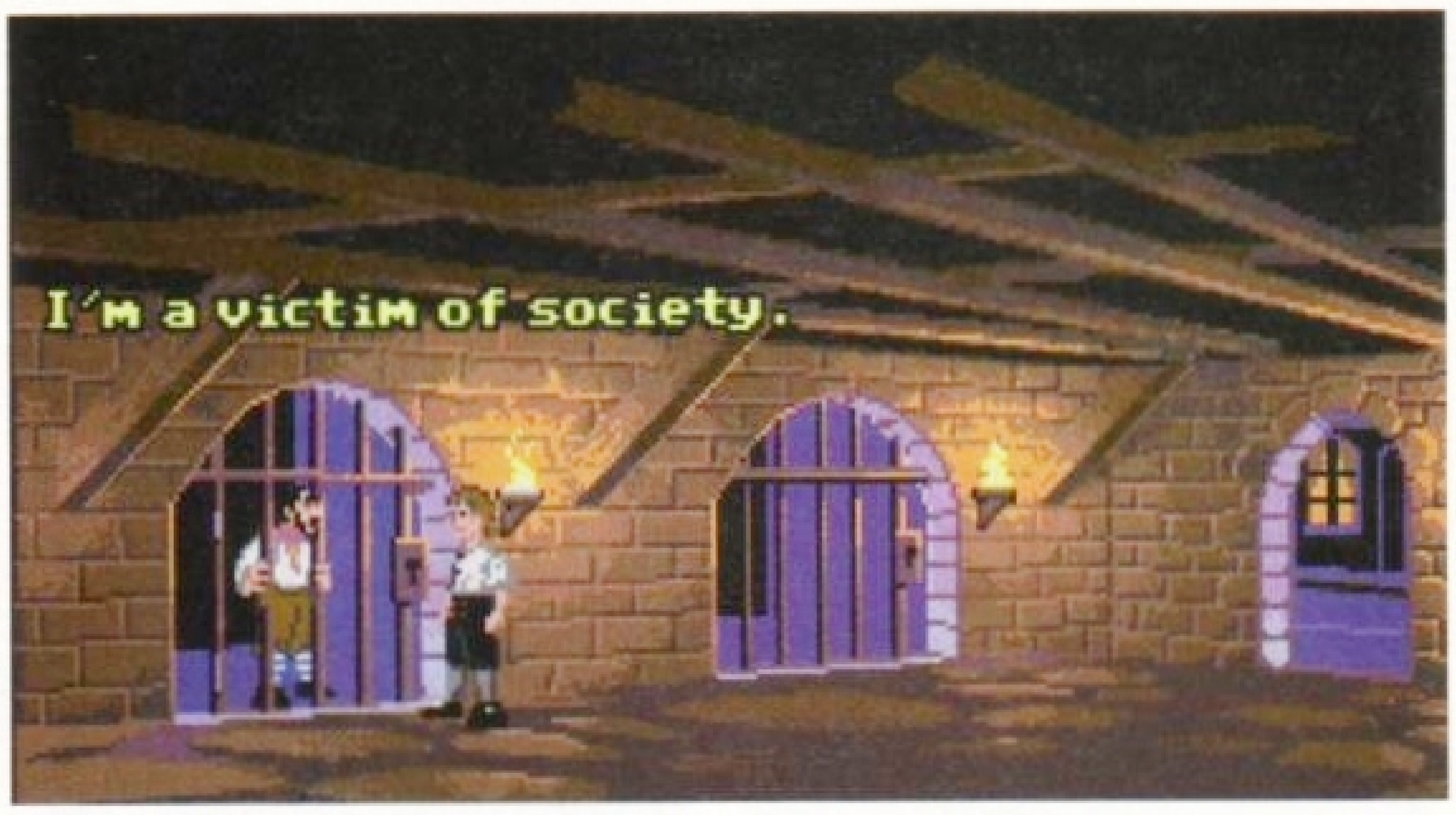
After he has unlocked the door, open the small door and irritate the murderous winged devil (parrot). Talk to the guy again and get him into your crew. Now go to the swordmaster and ask her to be in your crew. Go to the lights on the map and inquire about buying a boat. Find out about the cost and go back to the shop. Ask the storekeeper about a credit note, tell him you have a job and when he opens the safe, copy down the combination. For all you lazy people it's: Pull, Pull, Push, Push, Push, Pull, Pull, Pull, Push, Push.

Tell the storekeeper that you are looking for the swordmaster and when he leaves, walk to the safe and pull/push the handle according to the combination (you may have to do this a few times to make it work). Take the storekeeper's note and head to the boatyard. Buy the cheap boat using the storekeeper's note and then leg it to the dock.

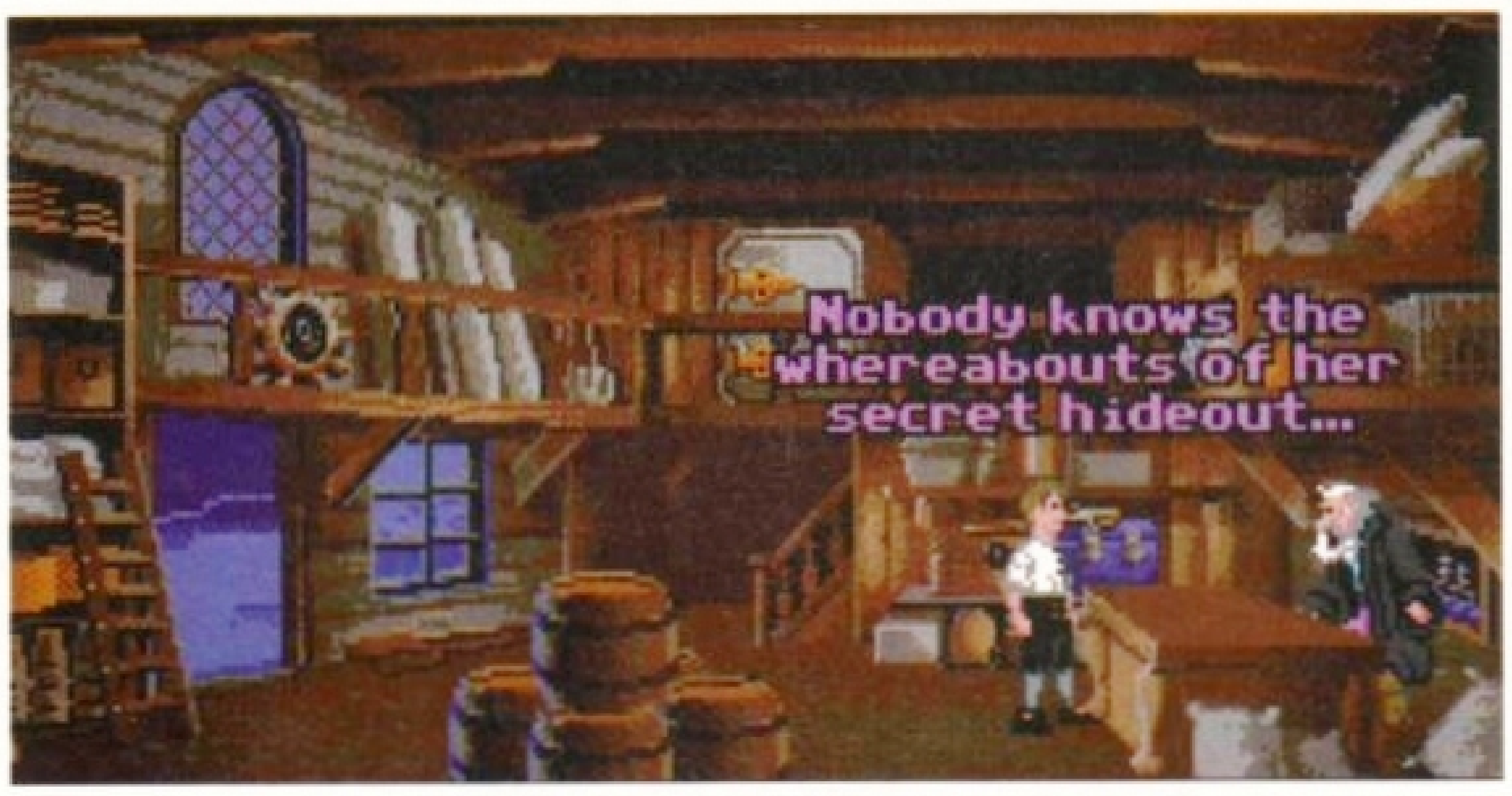
PART TWO – THE JOURNEY

On your shiny new ship, you start off in the captain's cabin. Open the drawer and pick up the book then pick up the feather pen and ink on the desk. Walk to the deck, climb the rigging, pick up the Jolly Roger and walk to the hatch then walk to the door downstairs. Open the cupboard and take a box of cereal.

Open the cereal and pick up the pot on the workbench. Go back up and walk to the bottom of the ship through the hatch. Then pick up the giant piece of rope, open the kegs, pick up some gunpowder, open the chest and pick up the fine wine. Go back to the captain's cabin and use the small key in the cabinet. Pick up the chest, open it and look in it. Go back to the kitchen and put the



Pay no attention to the prisoner's sob story, just get him to join your crew so you can sail away on your ship to the next part of the adventure.



The shopkeeper is being economical with the truth. If you buy the shovel and follow the shopkeeper when he leaves, you'll find the swordmaster.

following ingredients in the pot: cereal, fine wine, cinnamon sticks, Jolly Roger, ink, rubber chicken, breath mints and finally gunpowder.

When you wake up use the business card in the fire then get some more gunpowder and go to the deck. Use the rope with the cannon and use the gunpowder with the cannon nozzle then use the pot (BOOOOMMM!!!!!).

PART THREE – UNDER MONKEY ISLAND

Pick up the banana and look at the note on the tree. Walk into the jungle, go to the fort and push the cannon. Pick up the gunpowder, cannon ball, rope and spyglass. Open the spyglass and go to the river fork. Pick up the note and rock then cross the bridge and walk to the top of the cliff. Pick up the note and pull the primitive art twice.

Walk to the top of the other cliff and walk to the far right of the screen off the ledge (Ha! Ha! Ha!). Now go and push the rock off the cliff. Go down to the bridge and use the gunpowder with the dam, then use the lens with the sun (another BOOOOOOOMMMMMM!!!!!!). Now go to the pond and pick up the rope that the corpse has got.

Go to the crack, use the piece of rope with the strong branch and the other bit with the sturdy stump. Pick up the oars and climb back up. Find the bananas on the beach and pick them up. Now use the oars with the boat and paddle to the top right of the screen and go around the island and on to the beach on your left. Now go to the village and pick up the bowl of fruit and get yourself locked up by the cannibals.

Once in the hut pick up the memo and the skull then pick up the floorboard and escape. Go back to the beach you came from, walk to the monkey in the jungle. If you feed it the bananas, it will be your loyal and trusty companion and follow you everywhere.

Go back to the jungle and walk up to the right of the screen, then walk right into the clearing and walk to the furthest totem pole away from you and pull its nose, let go of the totem pole and the monkey will do the same.

Walk through the gate and pick up the wimpy little idol. Now go back to the beach and take your boat to the village. Talk to the cannibals and give them the idol. Go inside the hut and pick up the banana picker and give it to Herman Toothrot in exchange for the key. Now find the cannibals again and give them the How To Get Ahead In Navigation leaflet.

Go back to the monkey head and use the key in its ear. Walk inside and use the navigation head and follow its nose to the ghost ship. Once there, talk to the head of the navigator and plead with him until he lets you have the necklace.

Use the necklace and walk to the ghost ship. Walk through the door on the left and use the magnetic compass with the key. Leave and go down the hatch. Walk through the hatch and pick up the ghost chicken. Go back to the cabin and use the feather with the sleeping crew member's foot.

Pick up the jug 'o' grog and go back through the passage and use the key on the locked hatch. Use the jug 'o' grog with the dish and pick up the grease. Now go back up on to the deck. Use the grease on the squeaky door and go in.

Pick up the ghost tools and go back to the pig room. Use the ghost tools on the glowing crate and leave the ghost ship. Go back to the village and give the cannibals the voodoo root. Now go all the way back to the ghost ship and talk to the ghost you find there. Now go back to Melee Island.

PART FOUR – LECHUCK'S DEMISE

Rush to the church, plasmarising any stray ghosts that you bump in to on the way. Stop the wedding and talk to LeChuck. When you get thrown into the grog machine use the root beer on LeChuck and watch the happy ending.

Paul Spadaccini and Simon Chettleburgh, Poole, Dorset

GLOBDULE

Reviewed *AF54* 69% ■
Psygnosis 051-709 5755

Being a 40-year-old father of four children, I have to regularly play... sorry test games to make sure they are suitable in content for my offspring. Having been recently made unemployed I found time to test *Globdule* and discovered a useful cheat.

Enter a password for one of the later worlds and then play one of the levels from the first world, such as Which Way First and collect as many stars as possible (50 stars = 1 life). Complete the level and repeat the process.

When you have collected as many extra lives as you want complete the level and then press the Esc key. You can then start the game on the next world with the extra lives that you have collected. This process also works if, as you complete each level of the various worlds, you press the Esc key, return to the first world, collect some lives again and then return to the world you were on and start the next level with lives that you collected from the first world.

Obviously being a more mature person I can't be seen to be playing games like the ones that appear on your excellent Coverdisks so could you ask Microprose to pull their fingers out and release *UFO*, because only then will I be able to hand over all your Coverdisk demos to the kids.

Here are all of the world codes for *Globdule*:
HFCNASAKEZDV
UDDCASNZEZDV
TLPPASNQEZQZ
SHPWASBNEZEP
UAQNNTOGEZDR
EZPSASBREZRX
WHQQASSBEZUJ
SVQBASSSEZVP
SKCUNVNNSBDR
FGCONWNHFCDR
VGPHOMAASSDR
GOEBOQBUSWDR
FINAL LEVEL: RYQGOYNZGEDR.

Steve Holmes, Norfolk

SYNDICATE

Reviewed *AF49* 91% ■ Electronic Arts 0753 549442

Here are some cheats and tips to help you crack this very difficult game. Type the following in as company names.
Rob a bank – gives you 10,000,000 in cash.
Nuk them – allows you to go anywhere on the map.
Marks team – gives you all the weapons and body parts it gives you all the people in the team.

I also have a few other tips for you: if you don't want to lose any of your team and you think you are going to die then press Esc and start the mission again.

If you are in a car and you get fired at get out of the car because when it explodes you might die or lose a lot of energy. Another good idea is to persuade a lot of people because they can act as a shield, they also pick up weapons and fire at whatever you fire at.

David Cross, Cwmbran, Gwent

CHAMPIONSHIP MANAGER 93/94

Data disk reviewed *AF61* 65% ■
Domark 081-780 2222

In *Championship Manager 93/94*, when you want to buy a player but a bigger club is after him, bid less than he is worth.

When the bigger club's bid is accepted still bid below, until your third and final bid. Then bid £1,000 more than the highest bid. The player should now be yours.

David Kirkpatrick, Scotland

HELPING HAND

Pressure getting to you? Never mind, eh. Still, if it all gets too much for you then drop Steve Bradley a line – he's always on hand to help.

HEIMDALL TOO HARD



HEIMDALL 2: A graphically gorgeous, 3D isometric, Nordic myth and RPG adventure game for which a helping hand is occasionally needed.

BRACE YOURSELF

I have three parts of the amulet in *Heimdall 2*. One part from Utgard 2, one from Her'Keryn and one from Tel'Keryn. Where do I get the other part? And how do I get a pass for the castle?

Peter Hall, Oldham, Lancs

Go to the closed door at the end of the corridor and place the Holy Symbols on the spaces on the floor. Go up the stairs and place the shield in the path of the laser light. Take the piece of Ro'Geld and go back to the Nature God room and take the other symbol. Then head back to the Hall Of The Worlds for Her'Keryn. Give the Druid the symbol. Walk through the gate in the trees and on to the turtle's back and say hello to the fire sprite. He will teleport you back to the Hall Of The Worlds.

To get the pass, head for Rurik's village, go to the hut and get the circlet from the store room. Then go to Eadric's village and give Eadric the circlet – Eadric will give you a letter. Take the letter to Rurik and he will give you the pass to the castle. You hope.

FROZEN ASSETS

In *Heimdall 2*, on the Giant Isle in the room with the Ice God, there is a head in a pool of frozen ice and a lake which I cannot cross. Please help.

S Richardson, Hucknall, Nottingham

Fill your flask with water from the pool in front of the statue and then go back into the Fire God's cavern and pour the water on the fire. Return to Frigidarius' boudoir and you'll find that a bridge has appeared. Cross the bridge and follow the path until you come across a room with a creature inside. Kill it and pick up the talisman you find there and then throw the rainbow ring into the sphere of light.

STEAM HEAT

In *Heimdall 2*, I've entered Nilf'Heim but I can't kill Loki's daughter – everything I shoot at her evaporates and she's surrounded by sea of lava. Help.

Mark Edge, Great Walsingham, Norfolk

Pity it isn't a sea of lager. No matter, you don't need to kill her anyway. There are three heads in the room. Fire an arrow into each head and then you can go through the door on the right.



INDIANA JONES: **"It's all down to the ladder and the chest plate," said Indi.**



MONKEY ISLAND: **The voodoo that you do is no monkey business.**

MARS A DAY AWAY

I'm having trouble colonising planets in *Millenium 2.2* – every time I send a probe to Mars it gets blown up. How should I go about it?

David Russell, Durrington, Wilts

Don't bother sending probes to Mars or Jupiter, concentrate on probing, researching and colonising Triton first. You must research the development of a fleet carrier – once you have built one, fill it with fighters and head for Mars.

When you're attacked by the Martians, launch your fighters and eventually they'll surrender. Now colonise Mars. You should find plans of a Martian terraforming machine which makes the Earth's air breathable – research and build as soon as possible, although you'll find you need plenty of chromium which is where Triton comes in.

Anyway, that's quite enough for now. Good luck.

STONE POSERS

Indiana Jones And The Fate Of Atlantis: I have worked my way through the outer ring of Atlantis but cannot free Sophia. I've tried fixing the statue by the doors but I need a sun/star shaped piece to complete the machine to get the statue working. Where do I find it?

J Lonergan, Yorkshire

Walk to the canal and on to the raft and put the bead into the crab's mouth, then float to the right-hand gate and use the sunstone on the spindle.

Float through, use the moonstone on the next spindle and then the worldstone on the next two spindles. Float to the pile of bones and go through the door at the top of the steps and pick up the gear. Back at the raft, use the moonstone on the spindle, float through and use the stone on the spindle. Float through the archway.

Use the chain with the bronze loop on the door and the other chain with the statue arm. Use the ladder on the sentry statue and open the chest plate. Put the spoked wheel and the statue part on the middle peg, the crescent gear on the right-hand peg, the round gear on the bottom-left peg and then put the bead in the centre. Pick up the hinge pin, go back to the dungeon and give Sophia the hinge pin.

Open the cage, tell Sophia you have a plan and tell her to prop it open with the pin. Open the cage, pick up the hinge pin and go on the raft to the door you open with the peculiar mechanism. And now for an informal discussion on the Maastricht Treaty.

WHERE'S THE GRAVY?

I'm stuck on *The Secret Of Monkey Island 2* where I've reached the Big Whoope. Le Chuck has got a voodoo doll and keeps using it on me. I have got a ticket with an E on it, a syringe, a bottle of root beer, a generic kewpie doll, a helium-filled balloon, a pair of surgical gloves, a skull belonging to my father and Le Chuck's underpants. I think I need to make a voodoo doll.

Mark Price, Swansea

First you need to put Le Chuck's underpants on the doll. Then take the surgical gloves and the bottle of root beer to Atlantis to the cave with the bear in and swap them for the bear's string vest and his jug of gravy.

Return to the island and swap your father's skull for his socks. Put the socks and the vest on the doll, then pour on the gravy. Voila, you now have a fearsome voodoo doll dressed in its smalls covered in gravy. I'm sure that's right.

SEND US YOUR STUFF

If you're having trouble with a particular game or have a solution to a letter printed in the magazine, don't keep it to yourself – write it down and send it to us and we'll do our best to print it, send it to:
HELPING HAND,
***Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**



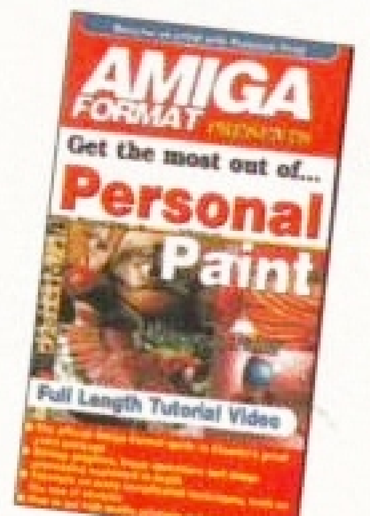
AMIGA FORMAT PRESENTS

These hand-crafted and specially-created *Amiga Format* videos show you how to get the most out of your machine and cost just £14.99 each.



An Introduction to the A1200

The *AF* experts show you how powerful and versatile the A1200 is with the best advice and tutorials on all aspects of the machine.



Get the most out of *Personal Paint*

To get the most out of Cloanto's outstanding package, you need to know about bitmaps, brushes and more. We explain all.

Guide to A1200 Hard Drives

Buying a hard drive opens up a whole new world of Amiga use. We tell you how to choose, install and take care of your drive.



The Guide to Multimedia

Handling multimedia applications is one of the Amiga's greatest strengths. We reveal everything you need to know.



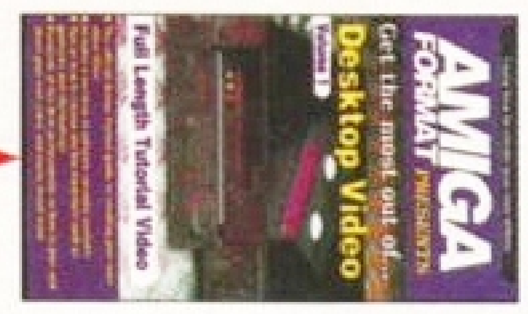
The Guide to Upgrading Your Machine

As you begin to realise the full potential of your Amiga, you'll want to make it even bigger and faster – we show you how.

Get the most out of Desktop Video (Beginners)

Expert tips on how to set up a home video system with your Amiga at its heart. Contains tutorials, buying advice and much, much more.

9 professionally produced tutorial videos to choose from!



Get the most out of Desktop Video (Advanced)

Expand your knowledge of DTV as we give you the low-down on digitisers, image processors and 24-bit graphics cards.



Get the most out of Music-X

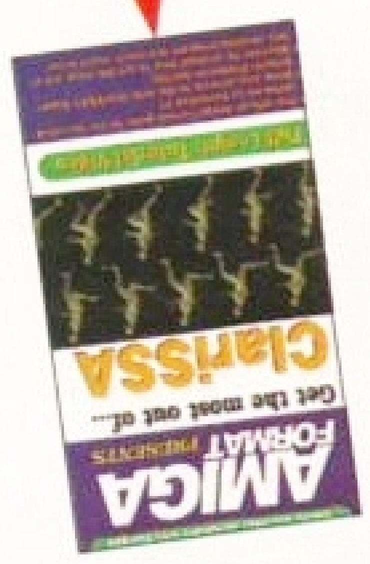
Music-X is one of the most powerful sequencers for the Amiga. With our advice and in-depth tutorials you can really get in tune with this excellent package.



Get the most out of *ClariSSA*

We reveal how you can bring your art to life with *ClariSSA*'s Super Smooth Animation facility and colour effects.





Postage & packing FREE!

Save £10
Buy any 3 videos for £34.95

AMIGA FORMAT VIDEO OFFER FORM

Name ....

Address ....

....

.... Post Code ....

Signature ....

Amount enclosed ....

Method of payment (please circle) **Access** **Visa** **Cheque** **PO**

Please make cheques payable to: **Future Publishing Limited**

ALL PRICES INCLUDE POSTING, PACKING AND VAT

Credit Card no

Expiry Date ....

Please send me (tick as appropriate)

	Code	Price
☐ Get the most out of *Personal Paint*	AF0001	£14.99
☐ An Introduction to the A1200	AF0002	£14.99
☐ Guide to A1200 Hard Drives	AF0003	£14.99
☐ The Guide to Upgrading Your Machine	AF0004	£14.99
☐ Get the most out of *Music-X*	AF0005	£14.99
☐ The Guide to Multimedia	AF0006	£14.99
☐ Desktop Video (Beginners)	AF0007	£14.99
☐ Desktop Video (Advanced)	AF0008	£14.99
☐ Get the most out of *ClariSSA*	AF0009	£14.99

*** Save £10! Buy three *Amiga Format* videos for £34.95!**

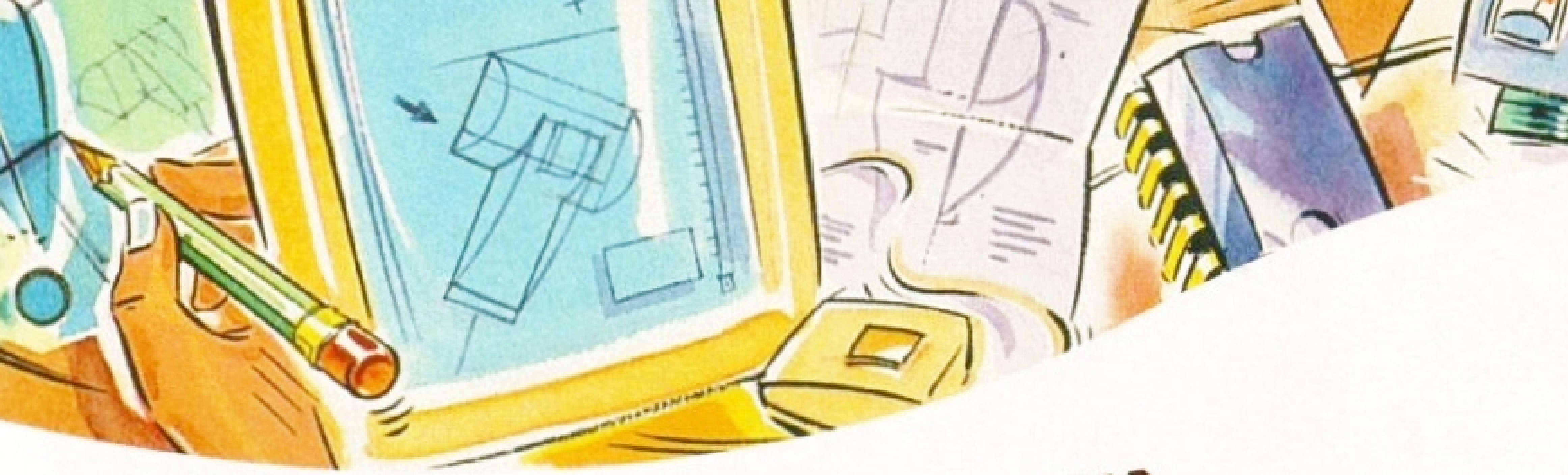
SEND THIS FORM TO: ***Amiga Format* Videos,**
Future Publishing Limited,
FREEPOST (BS4900),
Somerton, Somerset TA11 6BR.

DO NOT SEND CASH, USE METHOD OF PAYMENTS LISTED ON THIS COUPON

AF65

☐ Tick here if you don't want to receive special offers from other specially-selected companies

Call our order HOTline on 0225 822511



POWER COMPUTING

DESIGN *and* INNOVATION

POWERSCAN 4



Produce 256 greyscale images (on a AGA machine), scan in 64 greyscales (non AGA Amiga can only display 16), add colour to greyscale images, special effects, new support for 18-bit scanner, add text to scans. A1200/600 version available.

POWERSCAN 4	£119
POWERSCAN 4 OCR	£139
SCAN INTERFACE	£50
POWERSCAN 4 S/W	£20
OCR SOFTWARE	£49

EPSON SCANNER

The GT-6500 and GT-8000 24-bit colour flatbed scanners from Epson scan up to A4 in size, with output resolutions of up to 1200DPI on the GT-6500 and 1600DPI on the GT-8000 in 16.7 million colours, greyscale or line art. New **Epson GT-9000** scanner available now, price on application.

GT-6500 POWERSCAN	£599
GT-6500 IMAGE FX	£689
GT-8000 POWERSCAN	£849
GT-8000 IMAGE FX	£929
DOCUMENT FEEDER	£399

COLOURSCAN

The new 18-bit colour handscanner produces stunning colours with clarity and verve, brightening up those presentations. With over 250,000 colours and award winning PowerScan software, anything is possible!

- Colour and mono software
- Full colour manipulation
- Up to 400DPI
- 256 greyscale (AGA machine)
- 18-bit colour (AGA machine)
- OCR optional extra

COLOUR POWERSCAN	£239

CARDCAM VIDEOIN

new

CardCam - VideoIn is a a video capture card for PCMCIA equipped computers. Capture still or moving images in full 24-bit colour. Compatible with both Composite or S-Video input devices. Virtually any video input device - CamCorder, VCR, Television, Laser Disc player and Security Camera. Features include:

- Video still capture in 24-bit, 640 x 480
- Motion video capture at 15fps at 320 x 240
- Software switchable NTSC and PAL

CARDCAM VIDEOIN	£329

OPTICAL DRIVE

Power award winning 128MB optical disk drive

128MB OPTICAL INT.	£639
230MB OPTICAL INT.	£799
128MB OPTICAL DISK	£29
SCSI CONTROLLER	£129

SYQUEST DRIVE

Removable storage systems from Syquest.

3.5" IDE INTERNAL	£399
3.5" IDE EXTERNAL	£499
3.5" 105MB CART.	£79
3.5" SCSI VERSIONS	£POA

TANDEM CD-DE



- For the Amiga 1500/2000/3000/4000
- Supports Mitsuma CD-ROM drive
- Supports Syquest 3.5" drives
- Supports IDE hard drives
- Play audio CD utility
- Requires Kickstart 2.04 and above
- Includes cable, software and manual

TANDEM CD-DE CARD	£69
CD-DE A1200 CARD	£69
CD-DE CARD, CD-ROM	£229
MITSUMA CD-ROM	£169

DISK EXPANDER

Disk Expander includes the following features:

- Can add 50% to your hard drive capacity
- Fast compression and decompression
- Reliable in tests- no data corruption
- Works with all drives, SCSI, IDE, Floppy, etc
- Works on any Amiga and any Kickstart
- Once installed the program is transparent to the user

DISK EXPANDER	£35

FLOPPY EXPANDER

Floppy expander allows you to fit about 1.5MB on a standard floppy drive and an amazing 3MB when used in conjunction with the XL Drive 1.76MB. This is achieved by compressing data 30 - 70% of its original size. All this happens automatically.

FLOPPY EXPANDER	£9.95

ACEEX MODEM

NOT BT APPROVED



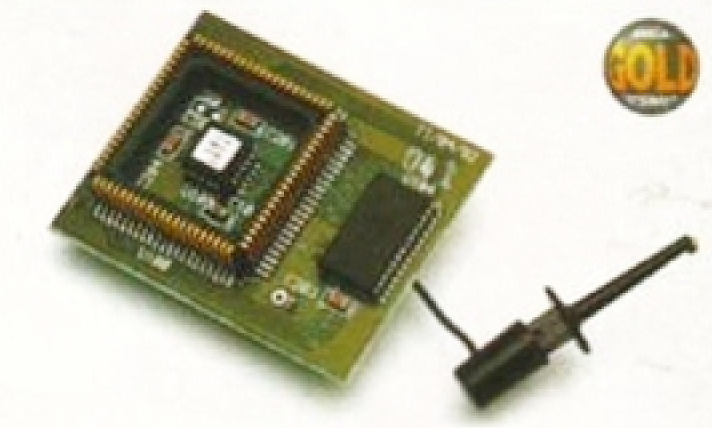
- External Fax and Data modem
- Receive and send faxes in the background
- Full Haynes AT command set supported
- Supports class 1, 2, and 3 fax commands
- Fax send and receive
- Auto dial and auto answer
- Supports error correction and detection
- Leased line support
- All cables and manuals supplied

ACCEX MODEM v32bis	£169
ACCEX v32 TRAPFAX	£199

MISCELLANEOUS

MIDI INTERFACE	£19.95
VGA ADAPTOR	£15
PSU FOR HARD DRIVES	£39

MEGACHIP



Increase your Amiga 500/2000 chip RAM to a total of 2MB. MegaChip does this by using its own 1MB of RAM and drawing extra memory from any other RAM you have installed in your Amiga. No soldering is required.

MEGACHIP RAM	£159

MEMORY

We manufacture a vast range of memory cards for all the Amiga range of computers. Please telephone us for prices and availability.

WARP ENGINE

The high speed 040 board which installs directly into the CPU slot, not a Zorro III slot!

WARP ENGINE 28MHz	£799
WARP ENGINE 40MHz	£1199

WORKBENCH 2.1/3.1

Release 2.1/3.1, including 2.1/3.1 software and user guide manuals.

2.1 ENHANCER	£69
ROM SHARE INC. 2.04	£99
2.04 ROM CHIP	£29
3.1 A500/A2000	£84.95
3.1 A3000/A4000	£94.95

PREMIER VISION

You've heard how the Amiga has made TV programmes possible such as Star Trek-TNG. We offer a wide range of services, including: monthly events on multimedia, design and install complete systems, training, CD-ROM mastering and duplication.

CALL 071 721 7050

AWARD *winning* PRODUCTS

44a/b Stanley St. Bedford MK41 7RW

telephone 0234 273000

facsimile 0234 352207

Cheques payable to Power Computing Ltd

Name

Address

Postcode

Telephone

System owned

Description

Cheque/PO for £ — allow upto 7 days to clear

Credit card No.

Expiry date — Sign

All prices include VAT. Specifications and prices are subject to change without notice, all trademarks are acknowledged. Prices are valid for month of publication only. E & OE. Delivery next day £5 2-3 days £2.50 Saturday £10. Deliveries are subject to stock availability.

1984 - 1994
10YEARS OF SUPERB SERVICE & LOW PRICES

TRILOGIC

ALL PRICES INCLUDE VAT

UNIT 1,
253 NEW WORKS RD,
BRADFORD, UK,
BD12 0QP Est 1984
FAX 0274 600150

SALES 0274 691115

ACCESS VISA SWITCH DELTA CONNECT AMEX
SWITCH CARDS ACCEPTED FOR TELEPHONE ORDERS

SEE US ON STAND 39 WORLD OF AMIGA SHOW
WEMBLEY DEC 9-11TH

FREE DRIVE FITTING WHILE YOU WAIT
Just bring your Amiga 1200 and power supply.

NO EXTRA CHARGE FOR FITTING.

FREE OR FREE

HD TOOLS FOR CALLERS FOR DRIVES OVER 220MEG
COLLECTION/FITTING AND DELIVERY FOR MAILORDER CUSTOMERS FOR DRIVES OVEWR 200MEG

AMIGA 1200 HARD DRIVES



80MEG	SAVE £20	now only	£159.99
210MEG	SAVE £35	now only	£199.99
280MEG	SAVE £50	now only	£229.99
340MEG	SAVE £50	now only	£249.99
420MEG	SAVE £80	now only	£269.99
540MEG	SAVE £150	now only	£294.99

NOTHING ELSE NEEDED

* FORMATTED & PARTITIONED DRIVE
* HD PREP SOFTWARE SUPPLIED
* ALL OUR DRIVES FIT INTERNALLY WITH NO MODS TO CASE OR FLOPPY DRIVE.
* FULL WORKBENCH INSTALLED.
* 12 MONTHS WARRANTY.
* JUST SWITCH -ON & GO.
* ONLY REPUTABLE MAKES of DRIVE USED.
* 1000s FITTED IN LAST 12 MONTHS
* BACKED BY OUR EXPERIENCED HARD DRIVE TECHNICIANS

All drives sizes quoted are approximtae unformatted size, & vary slighly depending upon make. SAVINGS ABOVE ARE COMPARED TO AUGUST 1994 ADVERTISED PRICES

FITTING INVALIDATES YOUR COMMODORE WARRANTY - for Extended warranties check with the warrantor - they will usually continue to cover just the machine since we cover the drive (for 12months)

WE FIT WHILE U WAIT - just give us a call to arrange a convenient time.
NOT LOCAL ? Just phone to arrange collection by insured carrier & leave the rest to us - 3-4DAY TURNAROUND

BUY NOW PAY MONTHLY
CREDIT FACILITIES AVAILABLE
(TO CALLERS ONLY)
Licensed credit broker
Finance available to callers only on purchases over £500 & subject to status. Written details upon request.

D.I.Y.ers

If you already have a drive, the cables are available separately:-

2.5"/2.5" IDE CABLE	£12.99
3.5"/2.5" ADAPTOR & CABLE	£39.99

PRINTERS

CITIZEN

CITIZEN SWIFT 90 MONO £149.99
CITIZEN SWIFT 90 COLOUR £159.99
CITIZEN SWIFT 240 COLOUR ... £229.99

PROJET II INJKET £209.99

CITIZEN ABC 24 PIN £149.99
OPTIONAL COLOUR KIT £19.99
OPTIONAL TRACTOR FEED £37.99

EPSON

EPSON STYLUS 800 .... £259.99
EPSON STYLUS COLOUR £499.99
(Amazing 720dpi capability)

VIDEO DEPT

MICROVITEC 1438 14" MULTISCAN £292.99

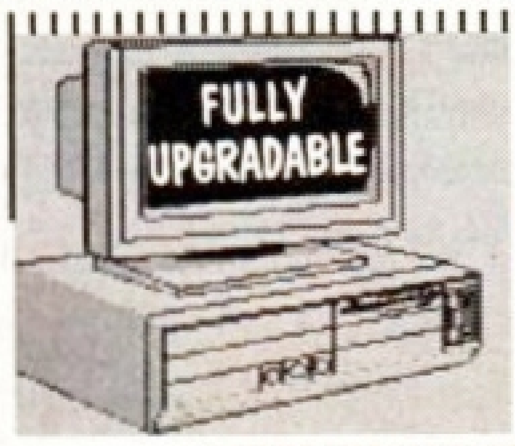
SCREEN BEAT BUDGET STEREO .. £19.99
HIPOWER 20WATT STEREO SYSTEM £49.99

SHARP TV-MONITOR 14" £169.99
14" SCREEN, FULL REMOTE CONTROL, SCART SOCKET,ON/OFF TIMER, 40 CHANNEL MEMORY

PHILIPS CM8833 MK11 .... £229.99
14" SCREEN, RGB & COMPOSITE VIDEO INPUTS, STEREO SOUND.

GVP GENLOCK £274.99
COMPOSITE OR S-VIDEO INPUT/OUTPUT

VIDI 12 AGA .... £ 69.99
VIDI 12RT £149.99
VIDI 24RT £249.99
ZYDEC B/W HAND SCANNER £109.99
ALFA DATA COLOUR SCANNER £329.99
GVP EGS SPECTRUM FROM £339.99
ADSG SOFWARE with scanner .. £89.99



MISCELLANEOUS ITEMS

TV MODULATOR (exchange) £19.99
L520 TV MODULATOR - NEW £29.99
A500/600/1200 POWER PACK ... £49.99
PRINTER PORT EXPANDERS - switchable units for connecting several devices to your Amiga's Parallel port.
2way inc connecting cable .. £24.99
3way inc connecting cable .. £27.99
4way inc connecting cable .. £29.99

SEAL n TYPE KEYBOARD SKINS
Waterproof membranes which seal your keyboard against dirt & moisture ingress but don't hinder typing. State Amiga model when ordering.
FOR All AMIGAS ONLY £12.99

MEGA MOUSE 400DPI £14.99
LEGEND TRACKBALL £29.99
SPORTSTER 14400 FAX/MODEM £154.99
A1200 MONITOR STAND WITH SHELF £29.99
AMIGA DUST COVERS STATE MODEL £4.99
PRINTER & MONITOR DUST COVERS £6.99

ATLAS PCs

AMIGAS ARE SCARCE or maybe you just fancy a change.
Our ATLAS PCs are an excellent value for money alternative to an Amiga.

SUPERB VALUE FOR MONEY & FEATURING:-
DUAL SPEED CD ROM; SOUNDBLASTER STEREO SOUND CARD + TWIN SPEAKERS, MS-DOS, WINDOWS & MOUSE.

FREE MICROSOFT ENCARTA & GOLF CDs WITH ALL DX MODELS

ATLAS TURBO 25MM 486SX25, 4MEG, 280MEG HD, ONLY £949 + VAT
ATLAS TURBO 33MM 486DX40, 4MEG, 280MEG HD, ONLY £999 + VAT
ATLAS TURBO 66MM 486DX2-66,4MEG, 340MEG HD, ONLY £1199 + VAT

OTHER FEATURES: SUPER FAST VL HD controller /fd/i/o card; VL 1meg Windows accelerator upgradable to 2 megs; 3.5" floppy; 14" Svga colour monitor; desktop or minitower case; 102key keyboard, quality PC mouse. Software installed and fully configured ready for use. 12 MONTHS WRRANTY. PENTIUM PCs AVAILABLE - phone for latest price.

Also available without CD Rom, CDs & Sound card - deduct £200 from above prices.

LOWEST PRICES IN THE AREA

FOR all PC PARTS & UPGRADES:- (all PC prices + vat)
Eg CASES FROM £40; MOTHERBOARDS FROM £66; GRAPHICS CARDS FROM £29; KEBOARDS FROM £20; SVGA MONITORS FROM £139;. 486DX2-66 CPU £172; PANASONIC 562 CD ROM DRIVE £115; SOUND CARDS FROM £47 etc etc.
PC UPGRADE & REPAIR SERVICE
+ POPULAR PC SOFTWARE ON DISK & CD,
AT DISCOUNT PRICES + PC BOOKS & TRAINING VIDEOS

BACKUP UTILITIES

X COPY PRO £25.99
Inc MK2 Cyclone adaptor.

NB. Making copies without the permission of the copyright holder is illegal.

TOP SOFTWARE

ADORAGE £66.99
ASDG SCANNER SOFTWARE £109.99
ASDG PRO CONTROL £59.99
ALADDIN 4D V3 .... £199.99
AMOS PROFESSIONAL £44.99
AMOS PRO COMPILER £24.99
ART DEPT PRO AGA 2.5 .... £149.99
BRILLIANCE £74.99
BRILLIANCE 2 .... £173.99
CALLIGARI £59.99
CLARISSA £84.99
CYGNUS ED £79.99
CROSS DOS V5 .... £34.99
DELUXE PAINT 4AGA £64.99
DELUXE MUSIC 2 .... £59.99
DEVPAC 3 .... £63.99
DIRECTORY OPUS V4 .... £54.99
GIGAMEM £54.99
GB ROUTE PLUS £35.99
GOLD DISK OFFICE 3 .... £44.99
HANNA BARBERAS ANIMATION £34.99
HYPERCACHE £37.99
HISPEED PASCAL £89.99
HISOFT BASIC 2 .... £69.99
IMAGEMASTER RT £199.99
IMAGINE 3 UPGRADE £119.99
LATTICE/SAS C V 6.1+ £279.99
MAILSHOT PLUS £39.99
MEDIA POINT £299.99
MONTAGE 24 .... £279.99
MORPH + ... £59.99
MINIOFFICE £44.99
MONEY MATTERS £49.99
MUSIC X 1.1 .... £24.99
PAGESETTER 3 .... £41.99
PAGESTREAM 3 .... £239.99
PC TASK £37.99
PENPAL £35.99
PLAYMATION £289.99
PROFESSIONAL DRAW 3 .... £239.99
QUARTERBACK 6 .... £59.99
QUARTERBACK TOOLS DELUXE £69.99
REAL 3D PROFESSIONAL V2 ..... £349.99
SCENERY ANIMATOR £62.99
SCALA MM210 .... £119.99
SCALA MM300 .... £299.99
SUPERBASE PERSONAL 4 .... £119.99
SUPERBASE PROFESSIONAL 4 .... £239.99
SYSTEM 3E £59.99
VIDEO DIRECTOR £109.99
VISTA PRO 3 .... £57.99
WORDWORTH 3 aga £71.99

2% surcharge applies to some items paid by Credit card - does NOT APPLY to debit cards - ie SWITCH/DELTA/CONNECT AND cash/cheq. 4% SURCHARGE ON ALL AMEX CARD SALES

ACCELERATORS

GVP A1230 MK 2 40MHz 68030ec No MMU

With 68882 socket for optional FPU. Has two 32bit simms skts & expansion connector for SCSI module

No fpu & 0meg	£224.99
1MEG no FPU	£244.99
4MEG no FPU	£424.99
4MEG & 40MHz 68882	£524.99
8MEG	£614.99
8MEG + FPU	£719.99

GVP A1230 MK2 50MHz 68030 with MMU

No fpu & 0meg	£294.99
1MEG no FPU	£314.99
4MEG no FPU	£494.99
4MEG & 40MHz 68882	£594.99
8MEG	£689.99
8MEG + FPU	£789.99
SCSI -2 MODULE	£57.99
GVP 4MEG 72PIN SIMM	£199.99

TOP GAMES

LOWER PRICES

APOCALYPSE £19.99
AWARD WINNERS 2 .... £21.49
BENEATH THE STEEL SKY £24.99
CHAMPIONSHIP MANGR COMPENIU £19.99
CHAMPIONSHIP MANGR ITALIA .. £18.49
CHESS CHAMPION 2175 .... £9.99
DANGEROUS STREET £18.49
DISPOSABLE HERO £18.49
ELFMANIA £18.49
ELITE 2 - FRONTIER £21.49
EUROPENA CHAMPIONS £18.49
GLOBAL GLADIATOR £18.49
GUNSHIP 2000 AGA £24.99
HEIMDALL 2 .... £24.99
IMPOSSIBLE MISSION 2025 ...... £21.49
K240 .... £21.49
KICK OFF 3 A1200 .... £22.99
LIBERATION £21.49
MICRO MACHINES £18.49
MICROPROSE GOLF £24.99
NAUGHTY ONES £18.49
ON THE BALL £21.49
SCRABBLE £22.99
SENSIBLE SOCCER INTERNATNL . £14.99
SETTLERS £24.99
SIM CITY + LEMMINGS £21.99
SIERRA SOCCER £17.99
SIMON THE SORCERER A1200 ... £28.99
SKIDMARKS £18.99
STAR TREK A1200HD £23.99
TEST MATCH CRICKET £17.99
THEME PARK .... £?
TORNADO A1200 .... £28.99
VALHALL + LORD OF INF £20.99
WILD CUP SOCCER £18.49
WORLD CUP YEAR £21.49

CHAOS GAMES PACK

SYNDICATE, CHAOS ENGINE, PINBALL DREAMS & STRIKER FOR A1200 & 4000 ONLY — ONLY £19.99

PRICES WERE CORRECT AS OF 23-9-94
E&OE. Please phone before calling to confirm price & availability.

OPEN:
MON-FRI 8-6pm,
SAT 8-4.30
SUN -11-2PM

32BIT RAM CARDS

0MEG	£69.99	BATTERY BACKED ON-BOARD CLOCK & FPU SOCKET
1MEG	£97.99	
2MEG	£137.99	
4MEG	£197.99	
8MEG	£394.99	

Made by Amitek
WITH OPTIONAL 68882 FPU.

20MHZ FPU ADD	£49.00
25MHZ FPU ADD	£59.00
33MHZ FPU ADD	£69.00
40MHZ FPU ADD	£99.00

3.5" AMITEK DRIVE

ONLY £56.99
ANTI VIRUS, ANTI CLICK, DISABLE SWITCH, THRU PORT, STEEL CASE, FOR ALL AMIGAS. 2YR WARRANTY.

EDUCATIONAL

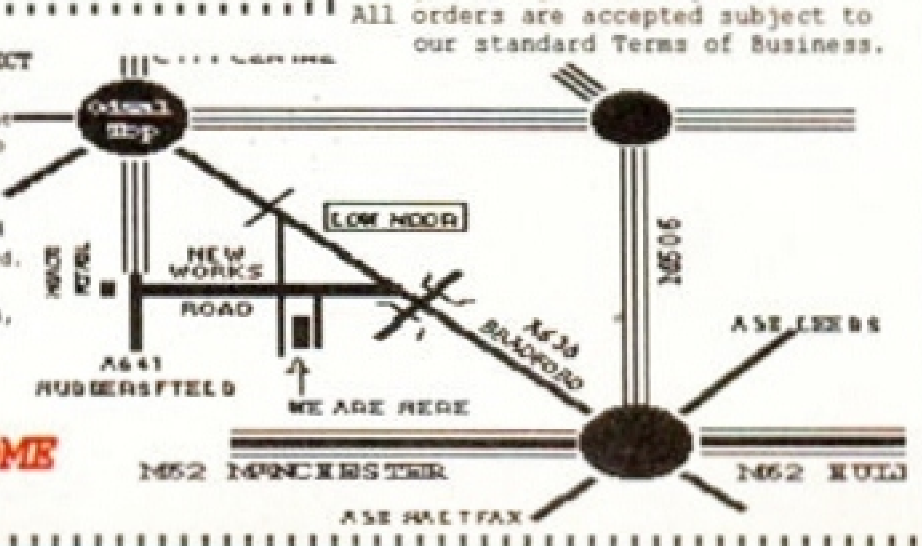
ADI JUNIOR RANGE £14.99
ADI RANGE £17.99
DISTANT SUNS V5 .... £49.99
FUN SCHOOL 3 RANGE £14.99
FUN SCHOOL 4 RANGE £17.99
FUN SCHOOL SPECIALS £17.99
KID'S PIX £19.99
MERLINS MATHS £17.99
MICRO ENGLISH £17.99
MICRO MATHS £17.99
MICRO FRENCH £17.99
MICRO GERMAN £17.99
MEGA MATHS £17.99
NODDY'S PLAYTIME £17.99
NODDY'S BIG ADVENTURE £17.99
PAINT n CREATE £17.99
SPELLING FAIR £17.99

BOOKS & VIDEOS

MASTERING AMIGA DOS 3 VOL1 . £21.95
MASTERING AMIGA DOS 3 VOL2 . £21.95
MASTERING AMIGA AMOS £19.95
MASTERING AMIGA ASSEMBLER .. £24.95
MASTERING AMIGA C £19.95
AMIGA TUTORIAL VIDEOS AVAILABLE - PLEASE ENQUIRE

FAST PROFESSIONAL MAILORDER SERVICE. SAMEDAY DESPATCH ^

1) Order by phone using your credit, charge, or debit card.
2) Order by Mail - sending cheque bankers draft or postal orders payable to TRILOGIC.
3) Please add part postage & packing of £1.00 to orders under 1kg. Large/heavy or fragile items sent by carrier only: 48HR £5.50; Overnight £7.50 Uk Mainland only. Scottish Highlands £9.50; N.IRELAND. £12.00; EIRE +£20 UK Saturday delivery £14.00 (Not available to Scottish Highlands)
^Subject to goods being in stock.
All orders are accepted subject to our standard Terms of Business.



CALLERS WELCOME

SERIOUSLY AMIGA

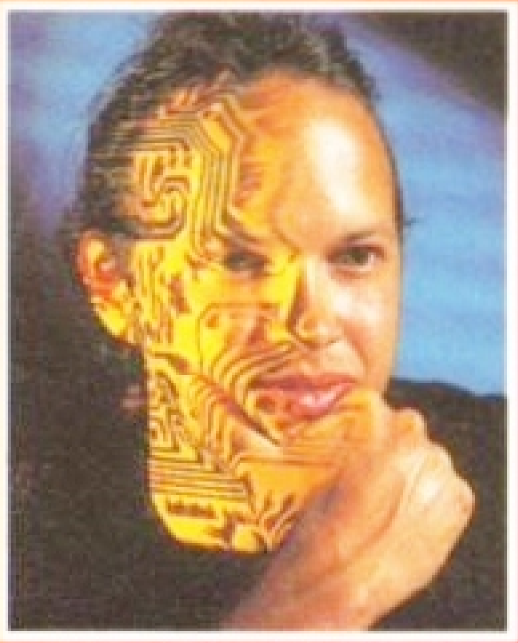


Get tooled up for 3D model manufacture with *Pixel 3D Pro v2*, reviewed on page 100.

REVIEWS

AMIGA FORMAT

WELCOME!



Well, I'm now back from my two weeks of holiday I was grudgingly permitted to take, but nothing much seems to have changed.

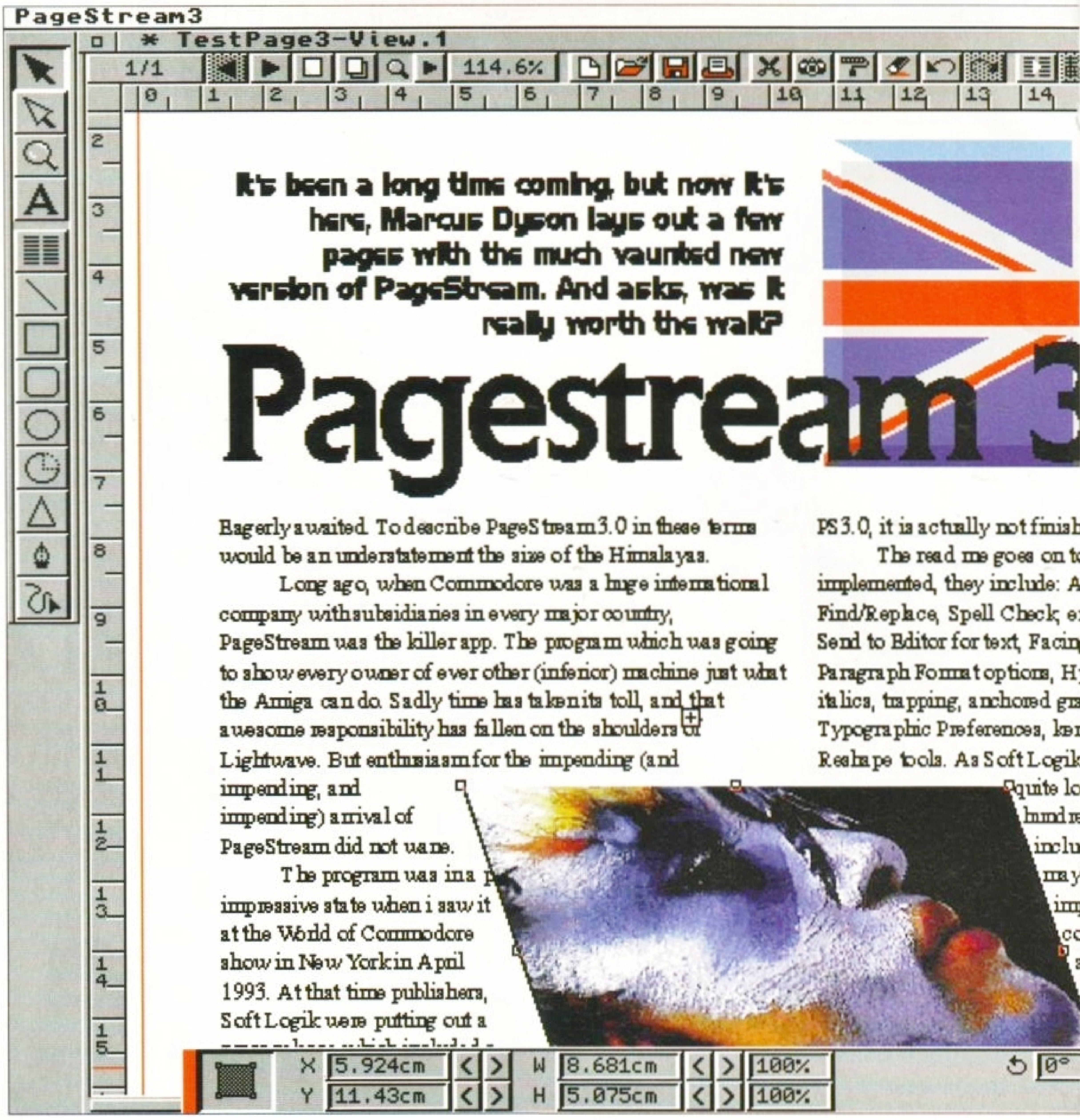
Apart from all the excellent new software we've had in. The big shock of the month is *PageStream*. Just why did it get such a low mark? Well, why don't you see what Marcus has to say about it over the page.

It really isn't a very good idea for software companies to release their products with major bugs in them, even if they do plan to update them very quickly. As we have waited well over a year for *PageStream 3*, a few more weeks to remove the errors wouldn't really have hurt.

Anyway, there is plenty more top action to be had this month, and for once, like you, I will have the pleasure of just reading it, instead of writing half of it. Hurrah for holidays!

NICK VEITCH

It's been a long time coming, but now it's here. Marcus Dyson lays out a few pages with the new version of *PageStream*. And asks, was it really worth the wait?



PageStream 3.0

Eagerly awaited. To describe *PageStream 3.0* in these terms would be an understatement the size of the Himalayas.

Long ago, when Commodore was an international company with subsidiaries in every major country, *PageStream* was to be the killer application. The program which was going to show every owner of every other (inferior) machine just what the Amiga could do. Time has taken its toll, and that awesome responsibility has fallen on the shoulders of *Lightwave*. But enthusiasm for the impending (and impending, and impending) arrival of *PageStream 3.0* did not wane.

The program was already in a pretty impressive state when I saw it at the World Of Commodore show in New York in April 1993. Publishers Soft Logik, were putting out a press release which included a features list that compared *PageStream* not just with its obvious rival Gold Disk's slightly clunky *Professional Page 4*, but also with the king of all DTP programs *Quark XPress*. According to the press release (a somewhat biased publication maybe, but it was certainly based on fact) *PageStream* kicked the asses of both those programs.

But that was a long, long time ago. In the intervening months *XPress* has gone through one major and several minor revisions, and *ProPage* seems to have dropped out of contention altogether. So it was with delight and surprise that I saw *PageStream* sitting on the shelf at the First Computer Centre in Leeds.

Delight because it was out at last. Surprise because after months (years even) of chasing a review copy, Soft Logik had shipped it to the shops before sending copies for evaluation. Never a good sign.

But enough background! How good is *PageStream 3.0*? Before you can find out you've got to install it on your hard drive. A complete installation costs you around 11Mb of hard drive space, most of which is fonts and clip art and a more modest partial installation requires less than 4Mb, but the program crashes whenever you try to load it. After you've installed *PageStream*, you see a very interesting ReadMe file which points out that although Soft Logik have been forced by unreasonable pressure from users, potential users and unscrupulous magazine reviewers like myself to release *PS3.0*, it is actually not finished yet. Shock! Horror!

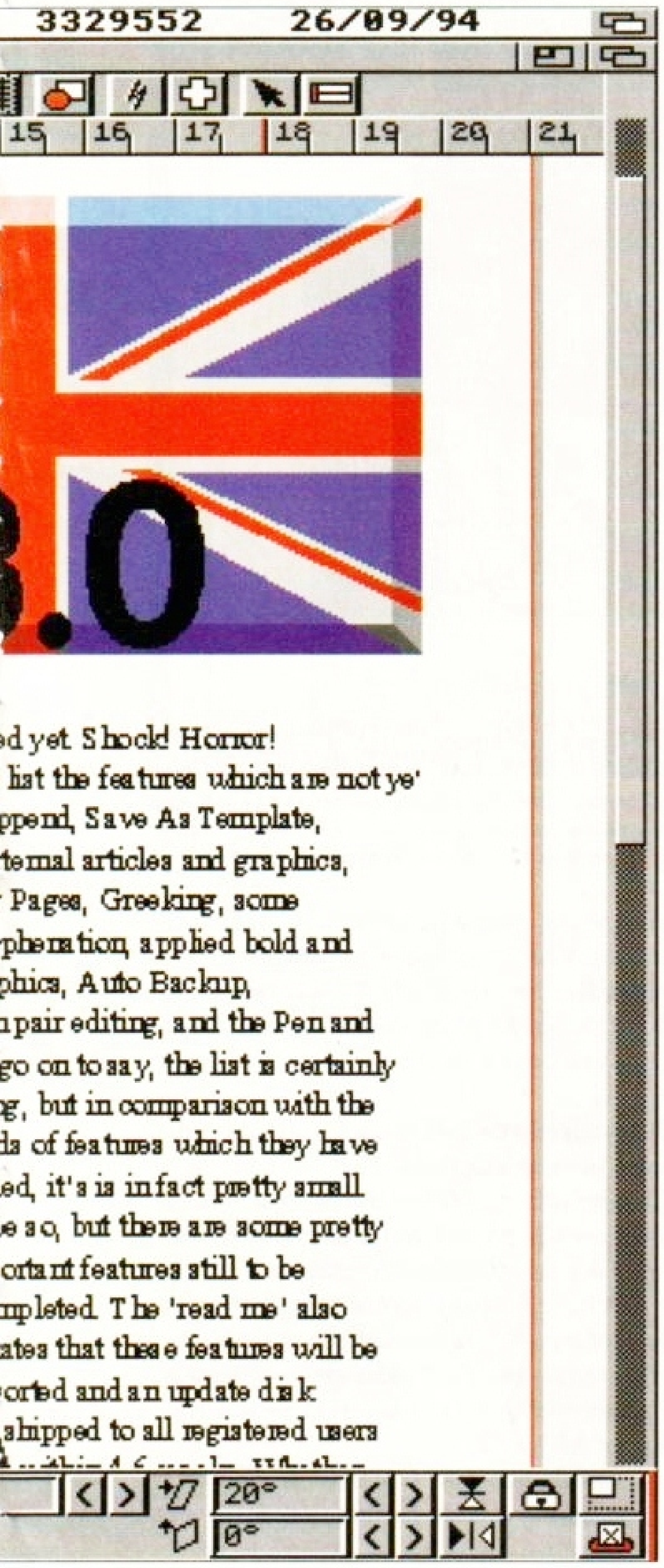
It then lists features which are not yet implemented. They include: Append, Save As Template, Find/Replace, Spell Check, External Articles And Graphics, Send To Editor (text), Facing Pages, Greeking, some Paragraph Format options, Hyphenation, Applied Bold, Trapping, Anchored Graphics, Auto Backup, Typographic Preferences, Kern Pair Editing, and the Pen and Reshape tools.

As Soft Logik go on to say, the list is certainly quite long, but compared to the hundreds of features which they have included, it's pretty small.

Maybe so, but there are some important features still to be completed. The ReadMe also states that these features will be sorted and an update disk shipped to all registered users within 4-6 weeks. Whether this turns out to be the case is a

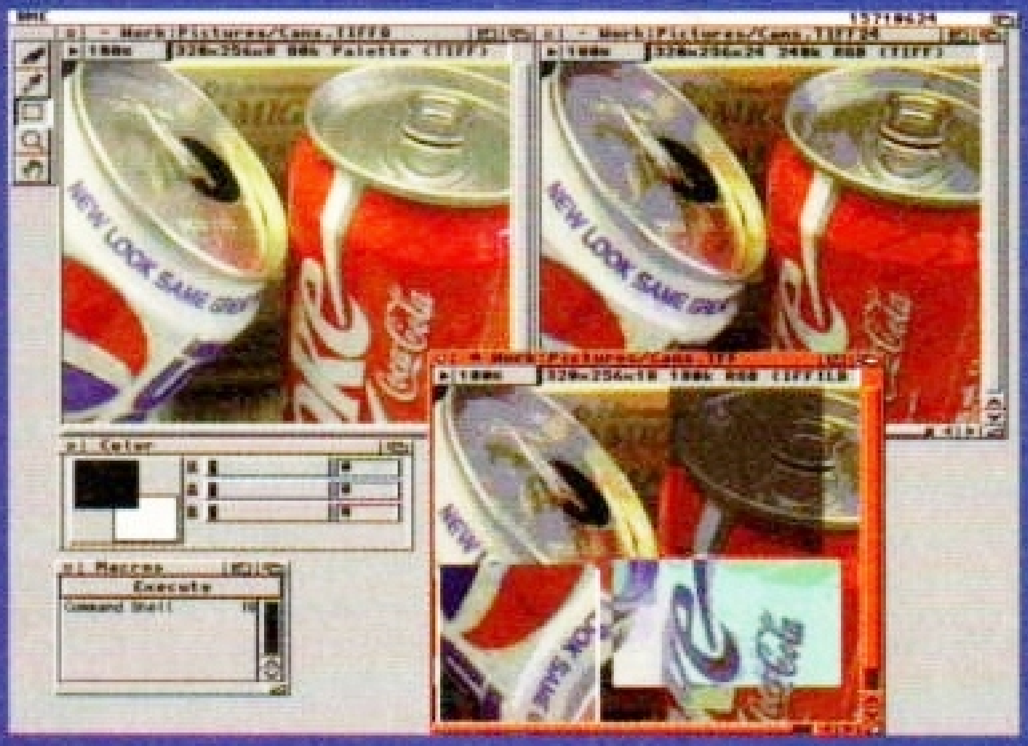
STOP PRESS

Just as this issue was going to press a patch for *PageStream 3* began to appear on Bulletin Boards. The patch claims to fix many of the problems, but also leaves many unfixed. The ReadMe declares the patch is the first in a series of free updates for *PageStream 3*. We welcome the fact that Soft Logik are taking steps to address the problems. If they are successful *PageStream 3* has the features to make it a formidable program. But for now we would urge readers to exercise caution before buying *PageStream 3*. Watch these pages for news of the updates as they are released.

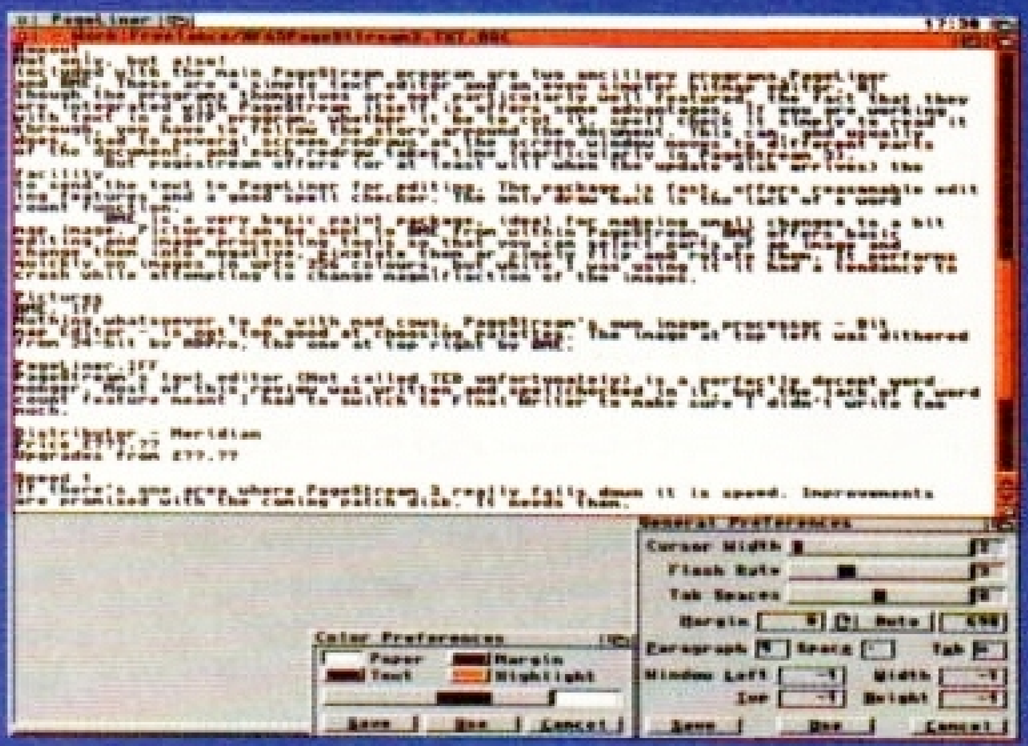


This is the kind of impressive page layout you should be able to create without any trouble in *PageStream 3.0*... or you would be if it didn't crash with astounding frequency.

NOT ONLY, BUT ALSO!



PageStream 3's own image processor *BME* (*Bitmap Editor*) is not too good at choosing palettes. The image on the top left was dithered from 24-bit by *ADPro*, the one on the top right by *BME*.



PageStream 3's text editor is a perfectly decent wordmonger. Most of this review was written and spellchecked in it, but the lack of a word count feature meant I had to switch to *Final Writer* for that function.

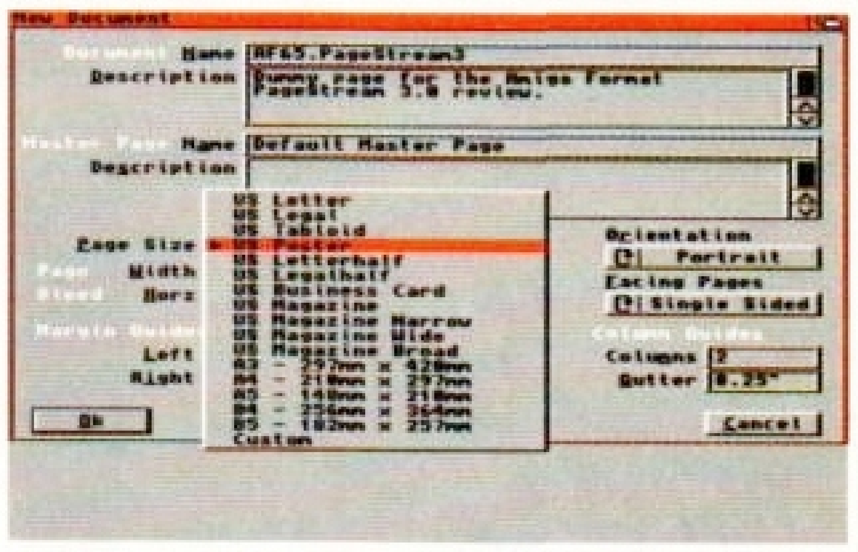
Included with the main *PageStream* program are two ancillary programs, *PageLiner* and *BME*. These are a simple text editor and an even simpler bitmap editor. Although the programs themselves are not particularly well featured, the fact that they are integrated with *PageStream* itself has some advantages. If you are working with text in a DTP program, you have to follow the story around the document, whether it is to cut it, spellcheck it or simply to read it through. This can, and usually does, lead to several screen redraws as the screen window moves to different parts of the document, and each redraw takes time (particularly in *PageStream 3*).

But *PageStream 3* offers (or at least will when the update disk arrives) the facility to send the text to *PageLiner* for editing. The package is fast, offers reasonable editing features and a good spellchecker. The only drawback is the lack of a word count function. All in all *PageLiner* is the best bit of the *PageStream 3* package.

BME is a very basic paint package, ideal for making small changes to a bitmap image. Pictures can be sent to *BME* from within *PageStream*. *BME* offers simple editing and image processing tools so that you can select parts of an image and change them into negative, pixelate them or flip and rotate them. It performs quickly on images in up to 256 colours, but while I was using it it had a tendency to crash while attempting to change magnification or scale the images.



The basis of WYSIWYG design is that when anything is changed on screen, the program automatically redraws the screen to keep you informed of the current state of your design. With *PageStream 3* this does not always happen correctly.



PageStream 3.0 has an impressive array of predefined document sizes, as well as a custom setting which enables the user to create pages of their own specific dimensions.

matter for time to reveal. You can be sure we'll be covering the update as soon as we get hold of it.

PageStream 3 has undergone a drastic change in appearance, in the number of features and the style in which they are executed. The interface of *PageStream 2* was simple, and tended to rely too strongly on the menus. Many features were buried in sub menus. *PageStream 3* has addressed this by extending the functionality of the main menu, adding a *Wordworth*-style button strip and a measurements palette similar to the one employed by *Quark XPress*. The result is stunning, all the features (and there are a lot more of them) are accessible far more easily, and in a way that is simpler to understand. The requesters now include more functions. The whole layout of the program has been re-built from the ground up, and it's so good you can almost forgive Soft Logik for it being two years late.

The main thrust of *PageStream*'s enhancements has been to look at why *Quark Xpress* is the most successful DTP package on the planet, then match or exceed every aspect of that program's capabilities. This is a mammoth task, but one which Soft Logik seem to have managed in almost all cases. Whether anyone will ever need to use *PageStream*'s ability to display type up to 50,000 points in size is in question. And I dread the day when my workload requires me to have 25 documents open at the same time (*XPress*'s maximum), so *PageStream*'s ability to open an infinite number of documents (subject to memory) seems a little superfluous.

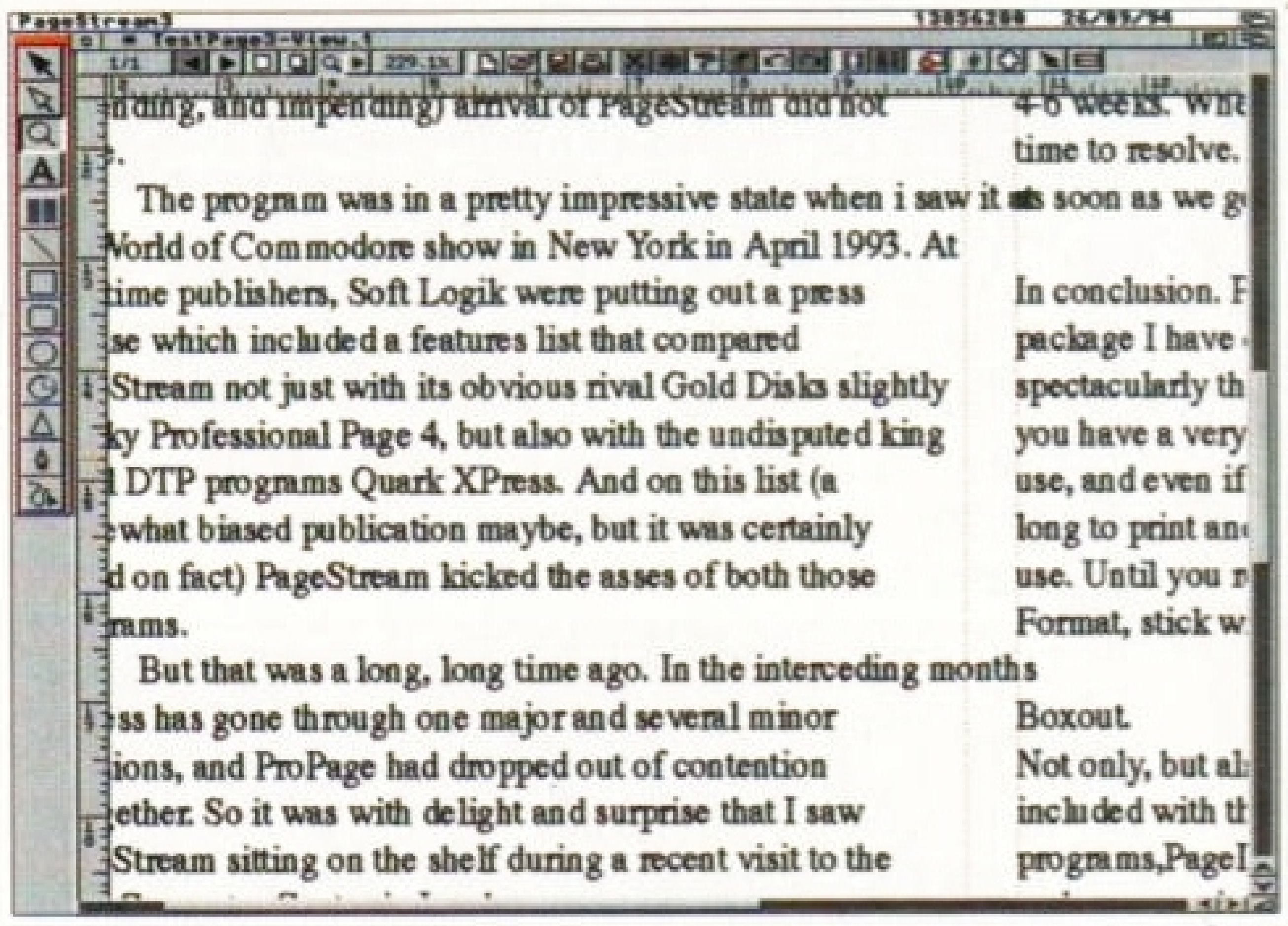
But PageStream does have some very useful new features. One document can be open in several windows and changes made in any of the windows are saved to the document. This means that you could have one window showing the last lines of text of a large document while you went through it in another window writing up or cutting it to fit.

The project menu allows the user to hide or reveal any of the open documents so you can work on multiple documents without having an overly cluttered Workbench. Documents can be saved as templates, so if you create a letterhead, then open it and write a letter on to it, you can't save it over the template, but instead any attempt to save it presents you with a file requester so that you can rename it. There is now a much wider range of pre-set document sizes, covering a variety of American and European standards as well as a custom size option for creating pages up to 2,000 inches square.

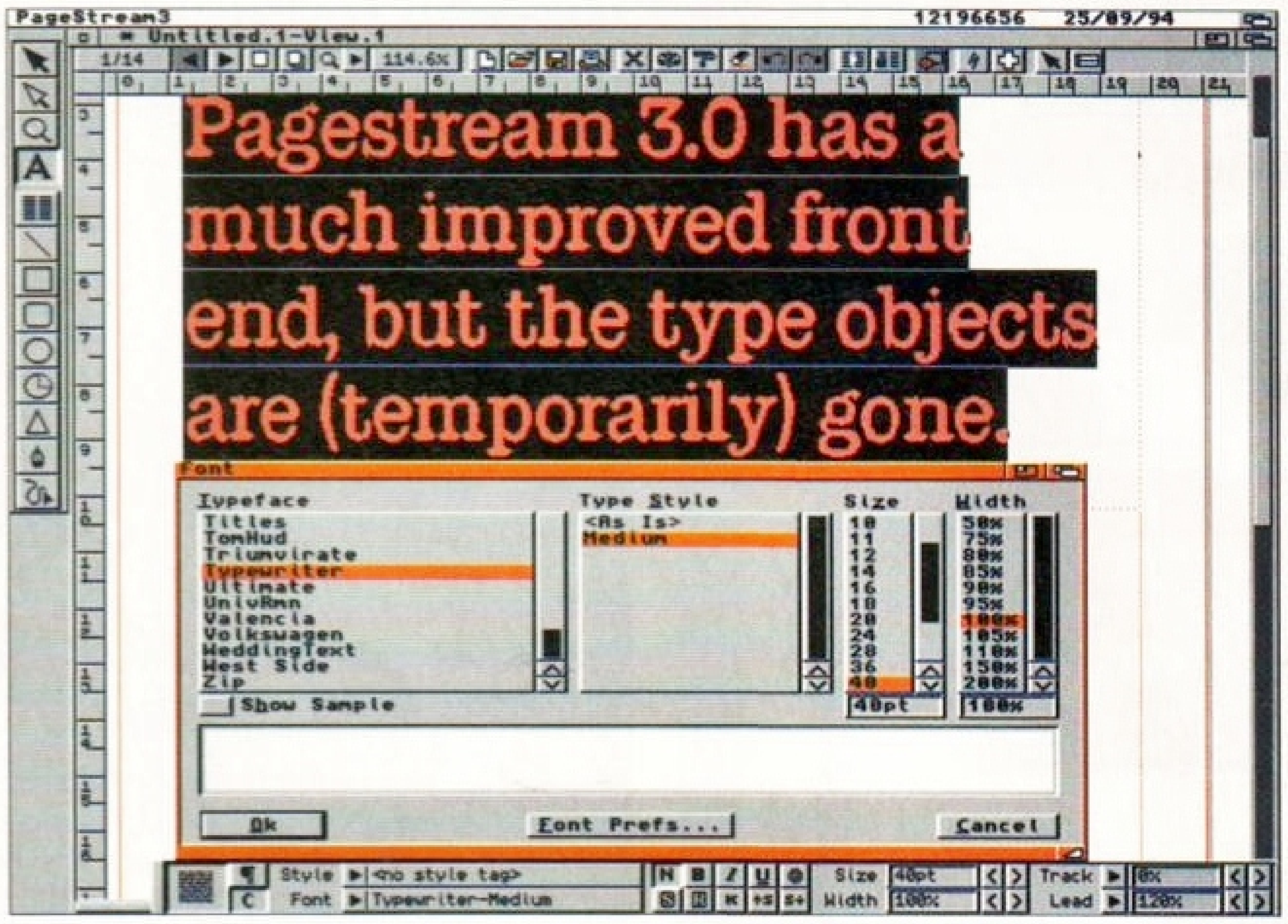
The new Edit Palette is a direct steal from *XPress*, but it is a superb feature all the same. A small bar at the bottom of the screen carries many of the attributes of any selected object. Clicking and editing these values can move or scale an object, change the colour or typeface of text or do a host of other things. But values in the box cannot be double-clicked to highlight them for editing, so instead you have to click and delete.

A nice feature of the Edit Palette is the pop-up typeface menu which means that

Continued overleaf ➡



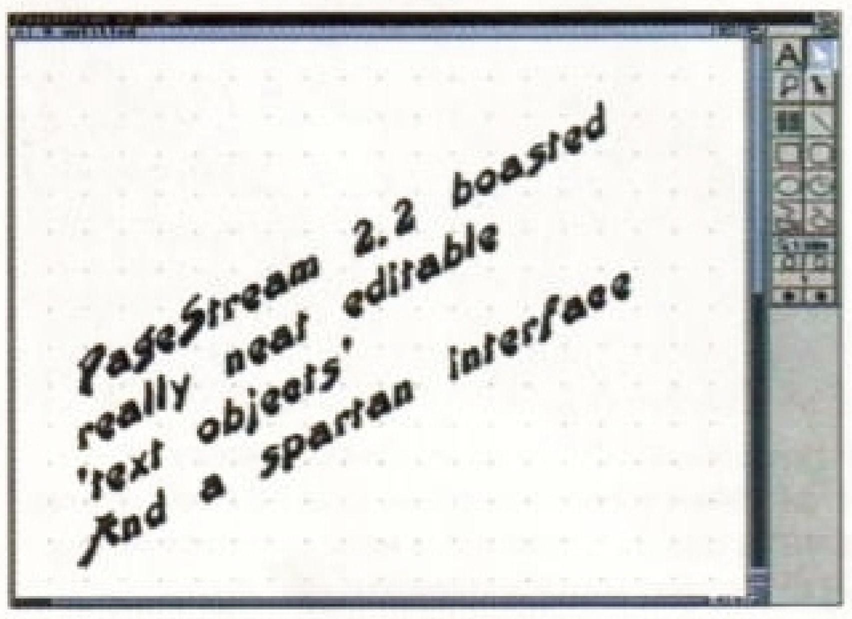
Some of the text extends beyond the column and into the next one. This shouldn't happen. Charitable reviewers may describe it as an undocumented feature. It's not, it's one of *PageStream 3*'s hideous bugs.



PageStream 3 features a completely redesigned user interface. The Tool Menu moves to the left and is augmented by a handy button strip at the top of the document and a powerful Edit Menu at the bottom. *PageStream 3* has some excellent features, it's just that they don't all seem to work.



One of *PageStream 3*'s best new features is the Edit Menu's pop-up text menu.



PageStream 2.2 had a simple user interface which concealed most of the features within the menus.

← text can now be styled with ease from this window. But despite all its wonderful new features, *PageStream 3.0* suffers from two major setbacks. It's cripplingly slow and it crashes. I know some people will say it is not a fair comparison, but Soft Logik targeted *Quark XPress* heavily in their features list, so now they'll have to bear the comparisons to that program.

When I started using *XPress* in 1990 it was still in version 1.something, and I was running it on an old, and decrepit Mac II, powered by a Motorola 68020. But even that *XPress* was considerably faster than *PageStream 3.0* running on an A4000/040. That really shouldn't be the case. The A4000 is a considerably more powerful machine, and we are four years down the line in terms of what users expect in speed.

PageStream's printing speed makes its on-screen operation seem fast by comparison. I had no success printing to a PostScript laser printer, although *ProPage 4* and *Final Writer* printed from the same printer with no problems, and very speedily too. Using a bubblejet or dot matrix printer via the preferences printer drivers almost ground printing to a halt.

PageStream's propensity to crash is such a problem that even saving a document caused it to lock the machine up completely, although the Save As function worked faultlessly. The package crashed in numerous other situations, and soon became too frustrating to use.

Add to these failings all the features which simply don't do the functions they are supposed to and you have a program which completely fails to achieve its aims. The undo undoesn't, text can often not be re-coloured, and screen re-draws are sketchy at best, and pathetic at worst.

PageStream has the specification to be the finest DTP package I have ever used. But it fails to achieve its aims so spectacularly that I would not recommend it to anyone.

Unless you have a very powerful machine it is too slow to be of any use, and even if you have a power-user Amiga it will still convince you that your Amiga 4000/040 has had the CPU swapped for a 3.5MHz 68000, or that someone has filled your machine with treacle.

PageStream 3.0 simply should not have been released yet. In fact, products like this are harmful to the Amiga. Soft Logik will get good initial sales due to the considerable excitement which surrounds the release, but as word of its quality (or lack of it) spreads throughout the Amiga community sales will plummet, and that's one more developer who will lose interest in the Amiga market.

Soft Logik have promised an update soon, and I really hope that they meet that promise. But there's a lot of work to be done, and it's difficult to see how they will turn this pile of manure into a rose garden. Until you read the review of the update right here in *Amiga Format*, stick with *PageStream 2.2*.

PAGESTREAM 3.0

DISTRIBUTOR
Meridian 081-543 3500

PRICE
£269.95

SYSTEM REQUIREMENTS
Minimum 3Mb, hard disk only

SPEED ●
Even on an Amiga 4000/040 with 18Mb of RAM... it crawls.

MANUAL ●●●●
Soft Logik's documentation is always good. *PageStream 3*'s comprehensive manual is no exception.

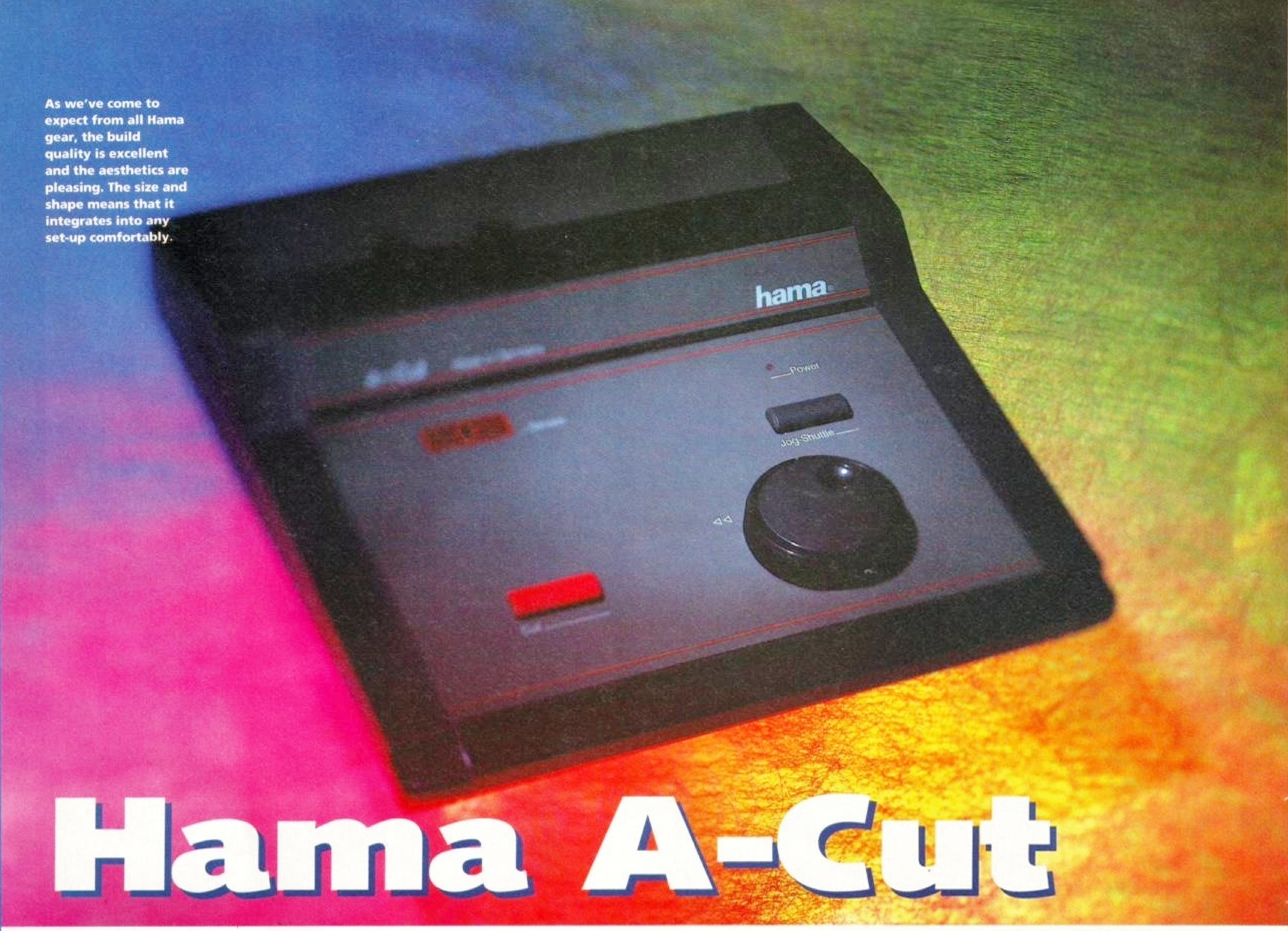
ACCESSIBILITY ●●●●
Users of any DTP package, including *AF63's* Coverdisk program *PageSetter 2*, should have no problem navigating round this intuitive user interface.

FEATURES ●●●●●
A more comprehensive features list you could not hope to find. It's a pity more of them don't actually work.

VALUE
PageStream 3 doesn't do what it's supposed to, and punctuates this with frequent crashes. The worst value application I've ever encountered.

"It shouldn't have been released in its current state. I hate to say it, but avoid PageStream 3."

22%



As we've come to expect from all Hama gear, the build quality is excellent and the aesthetics are pleasing. The size and shape means that it integrates into any set-up comfortably.

Hama A-Cut

The Amiga offers the greatest potential of any desktop video computer. Steve McGill finds out why the Hama A-Cut helps realise that potential.

Every Amiga video editor has to fulfil two roles in the editing studio – an aesthetic and a mechanical one. The Hama *A-Cut* takes care of the latter, allowing the editor more freedom and time to concentrate on the former.

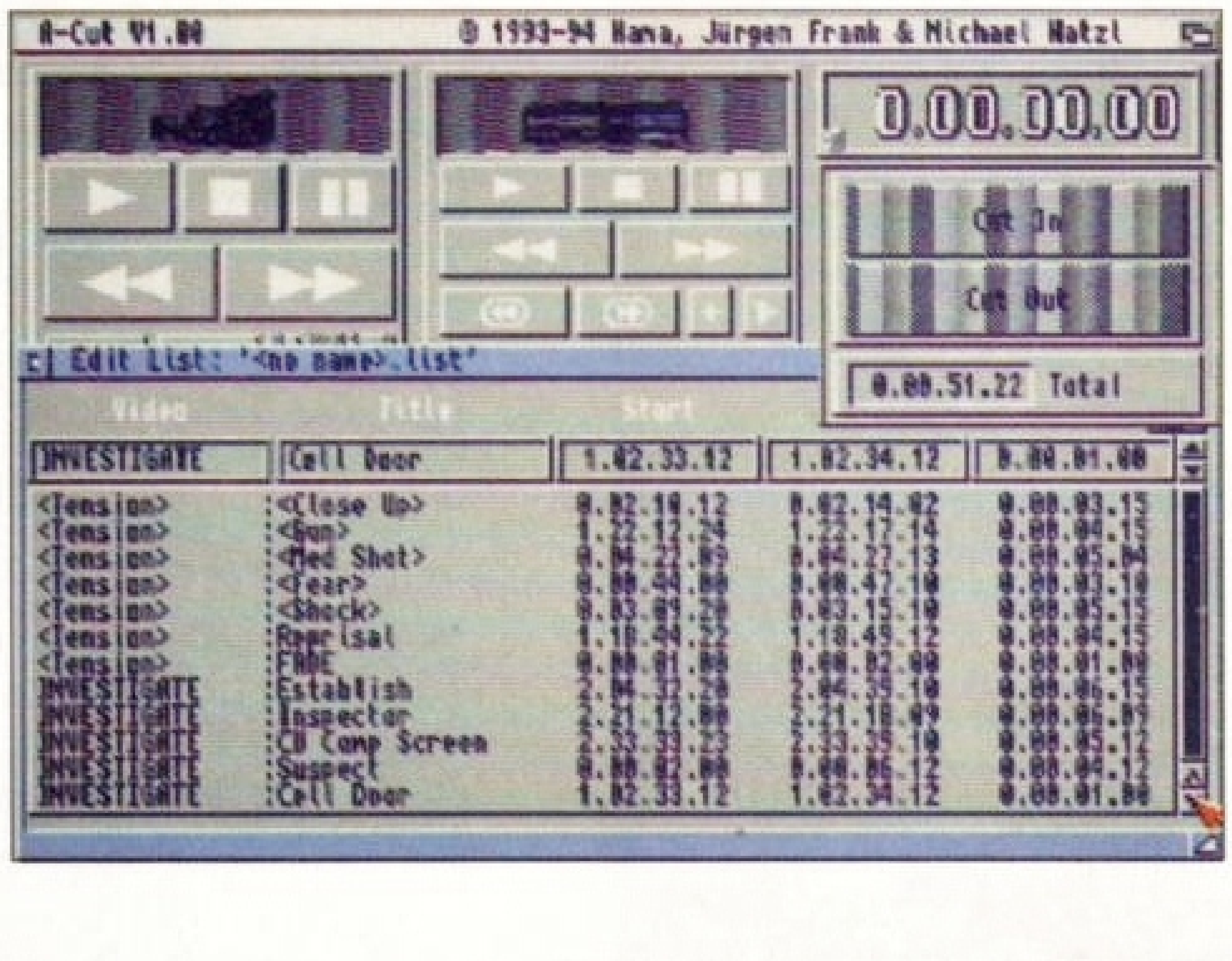
Computer editing can free the video editor from the tedious punch and crunch mechanics of simple stand-alone editing. This gives the editor extra time to play around, encourages experimentation and helps the creative juices flow.

Being able to chop, change, preview, alter and finally edit together several different versions of video pictures is immensely powerful and the *A-Cut* enables you do all of this. So you learn more about editing than you would using conventional means – seeing and doing is much more productive than reading and theorising.

The *A-Cut* is housed in a hardy, well-designed and shielded metal box. It sports a jog shuttle dial, two buttons, an infra-red sensor and two seven-pin remote control sockets – one controls a source VCR, the other controls the recorder.

The source machine can be a camcorder or a VCR. Whatever you use, it must have an edit terminal, either Five-Pin Edit, Control-L, Remote or Lanc. If your source doesn't support any of these protocols, you can't use *A-Cut*.

The recorder can be any VCR capable of being controlled by infra-red. The *A-Cut* recorder control socket terminates in an IR diode. In other words, you can't connect the recorder to the *A-Cut* in the same manner as the source – which is a massive oversight on Hama's part because single frame accuracy can never be achieved consistently or reliably with the infra-red method.



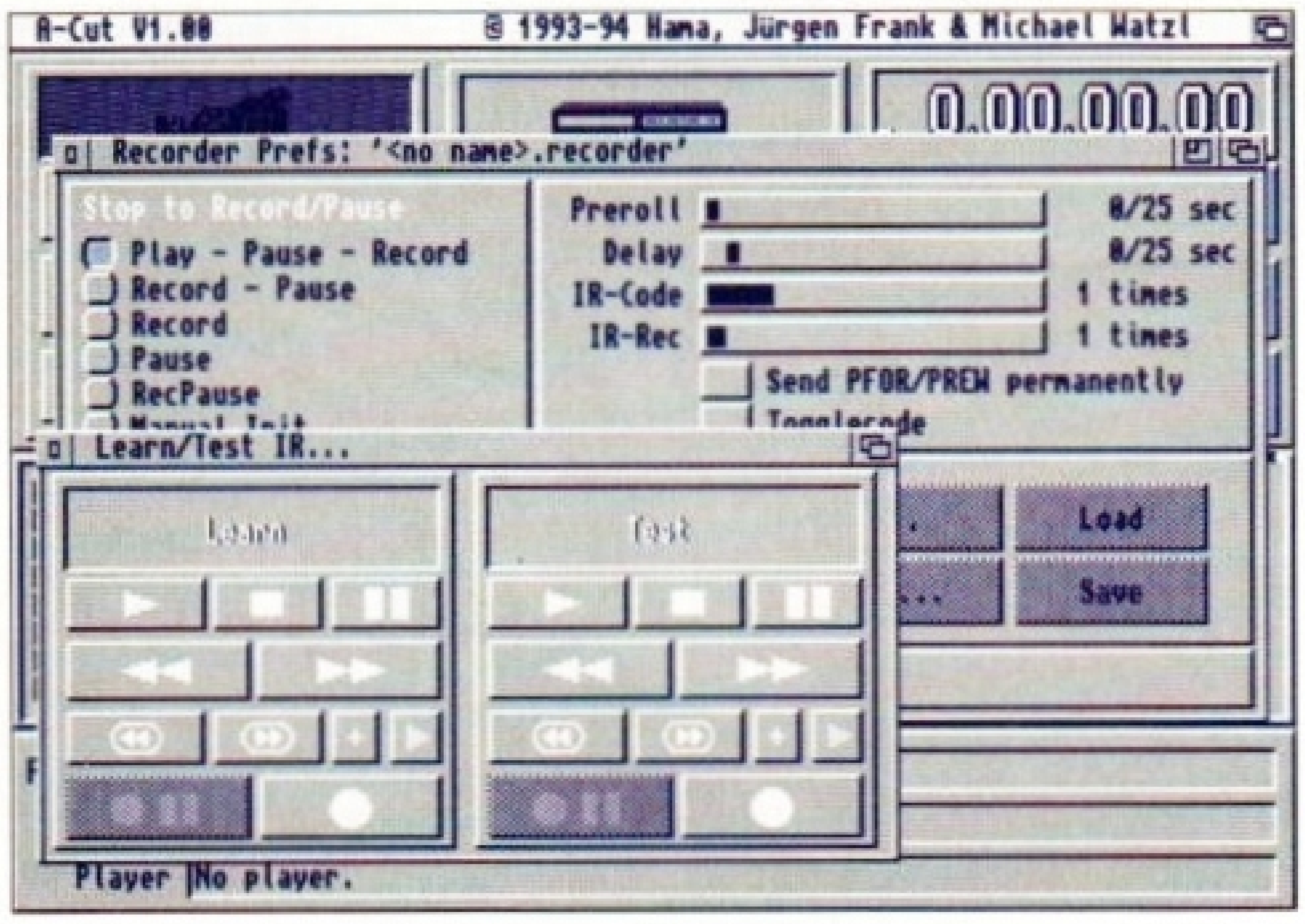
Building an edit list and assembling the footage is easy using the edit decision list. The cut and paste tools make changing the order of the shots a cinch.

The best you can realistically hope for is accuracy within plus or minus four frames. This is good but not outstanding. You can confidently edit together a more than professional production with frame error tolerance like this. Just don't expect to be able to cut to the beat or lip sync – for that, you need frame accuracy.

And that's one of the puzzles of this package. The *A-Cut* receives commands from the Amiga via the parallel port and converts them to serial data for both ports. This means that the recording socket could have been hardwired in the same manner as the source socket. KRP's ES20 video editor allows hardwiring of the record deck as well as two source decks. Single frame accuracy can be achieved easily with compatible recording decks.

Infra-red control is a one-way communication process, so the Amiga doesn't receive any feedback from the recording VCR. Therefore, any fluctuation in the deck's mechanism or skipping of the control track isn't compensated for or spotted by the Amiga. In a worst case scenario, this can lead to excessive frame drift and inevitable inaccuracies.

Admittedly, to keep frame drifting to a minimum, the software offers an auxiliary frame counting program which lets you compensate for the pre-roll and post-roll of both decks. But the bottom line is that



Teaching the system the infra red commands for your recording deck is as easy as using a remote control.

you can never expect frame accuracy with an infra-red system.

Lost opportunity aside, the real beauty of the *A-Cut* lies in the ease of use and its flexibility of control. The jog shuttle, coupled with the extreme user-friendliness of the software, blows the immediate competition of Video Director and Edit Mate out of the marketplace. And, aside from jog shuttle control, you can also control source and record decks from the logically laid out software panels or Amiga function keys. Impressively flexible.

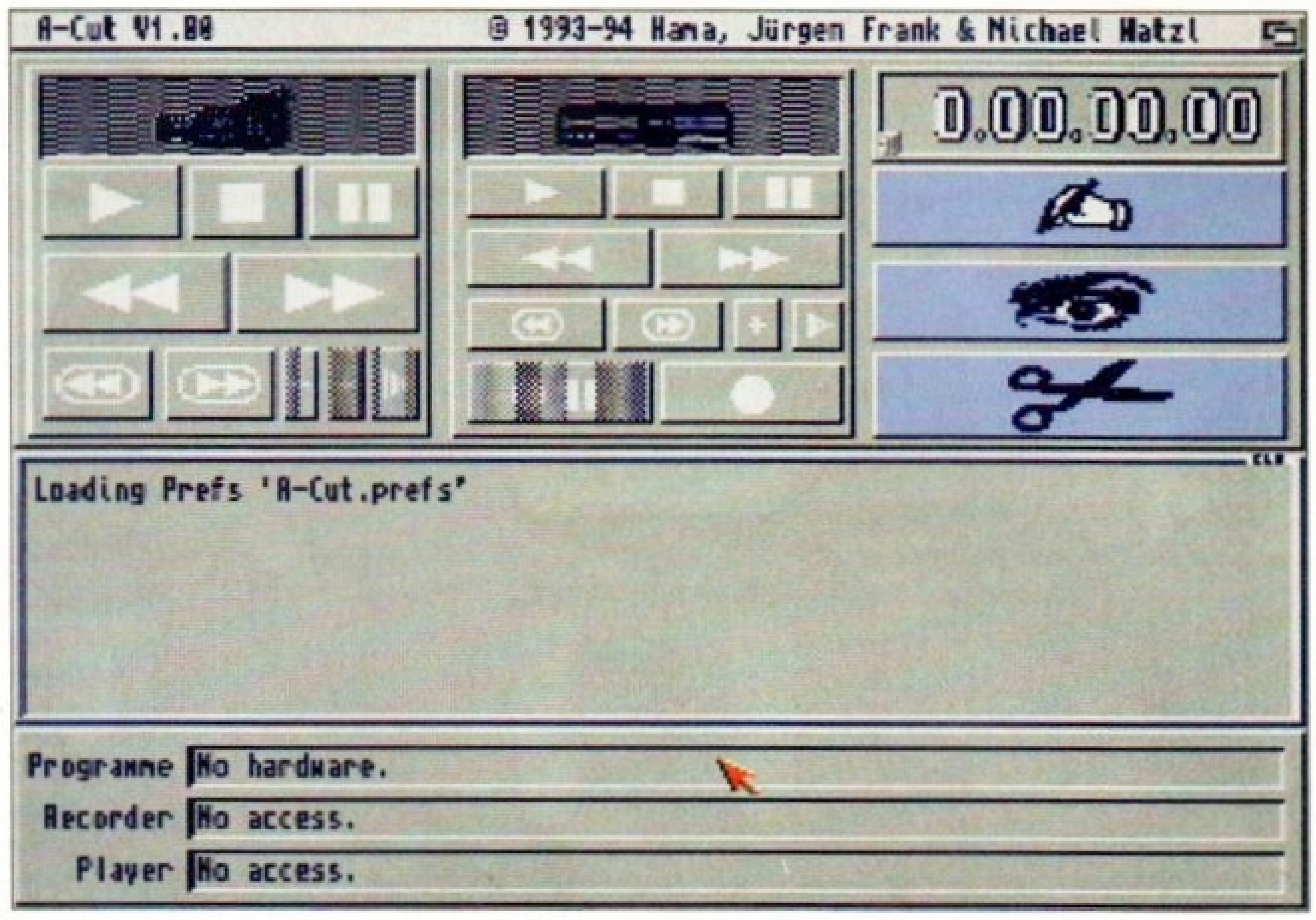
But it's the jog shuttle that serious editors consistently use. If the source tape machine has frame advance, you can accurately locate where you want the cut-in to start and the cut-out to finish. This is achieved by locating the frame via the jog shuttle dial. You then press either the cut button on the *A-Cut* or click on cut-in and cut-out from the requisite software panel.

The cuts are then added to and stored in an edit decision list (EDL).The EDL gives the editor incredible power over their work. Say, for example, that you had chosen 10 cuts and they lasted 30 seconds in full. The EDL builds up a list of cut-in and out points in the order that you entered them. The length of each cut is automatically worked out and displayed by the software.

You can also manually enter in and out points or edit pre-existing ones to change their length and running time. Each cut can also be labelled to ease your memory.

Cuts can be previewed before committing them to tape. But the real power is realised if you change your mind about the running order. You can cut and paste sections of cuts, change the order, append other pre-saved lists to the existing one and have a load of experimental fun.

For further expansion and functional enhancement, the *A-Cut* features an *ARexx* port. The potential of an *ARexx* automated Amiga Video Studio is staggering. Synchronised automation of sound effects, titles and music could all be carried out in one fell swoop.

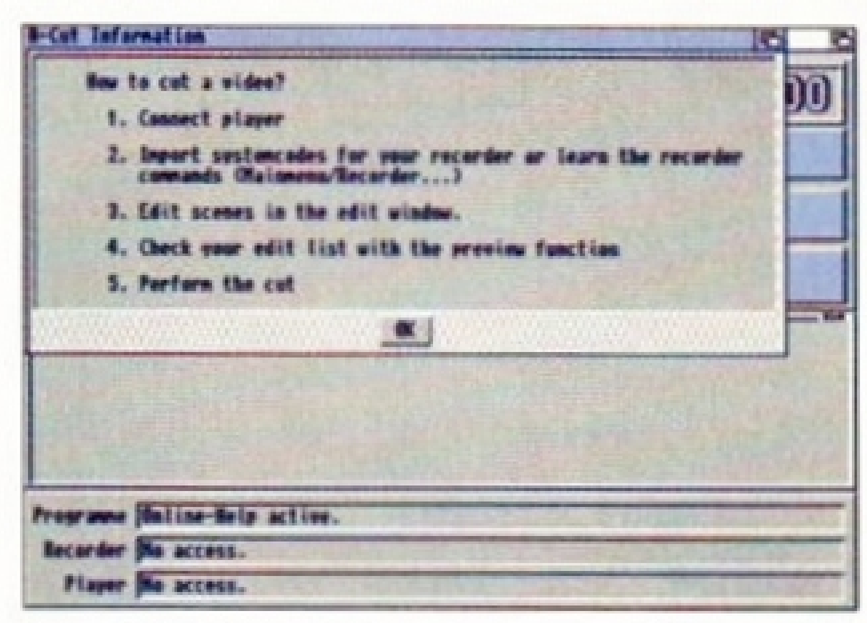


The front end of the software is well laid out and intuitive in use. Control of the source and recording decks can be accessed from here or through the function keys. The source deck can also be controlled from the jog shuttle on top of the *A-Cut* unit itself.

The Hama *A-Cut* must rank as one of the most promising missed chances to appear for the Amiga. With infra-red control it executes its tasks admirably. Using a Panasonic camcorder with edit terminal as the source deck and a standard Sanyo deck as the recorder, *AF* logged the following results:

Laying down a 10 scene sequence, each scene lasting six seconds, the best result achieved was a loss of 22 frames – almost a second. An admirable result considering we expected to lose two or three seconds. Occasionally, with the cut-in points, the edits were frame accurate. The cut-out points were a different matter. Frame accuracy was never achieved. But then, we didn't expect any better than that due to the limitations of infra-red control.

Hopefully Hama will rethink their marketing policy for the *A-Cut*. The hardware is excellent. The jog shuttle is a winner. The *ARexx* port is inspired. The software is exceedingly easy to use. But ultimately, it hasn't realised its full potential. A small re-jig of the software and replication of the leads supplied with the package could have taken Hama's *A-Cut* into the realm of seriously powerful editing. As it stands, it's exceedingly useful. The inclusion of a hardwire interface with the recorder would have made it invaluable.



If required, the software even provides an on-line help facility in case you get stuck.

HAMA A-CUT

DISTRIBUTOR
Hama 0256 708110

PRICE
£199

SYSTEM REQUIREMENTS
Workbench 2.0 or above
1Mb RAM

SPEED ●●●●
If you want to cobble together a few sequences quickly, the software won't let you down.

MANUAL ●●●●●
Very good. Logically laid out and easy to follow. An excellent manual.

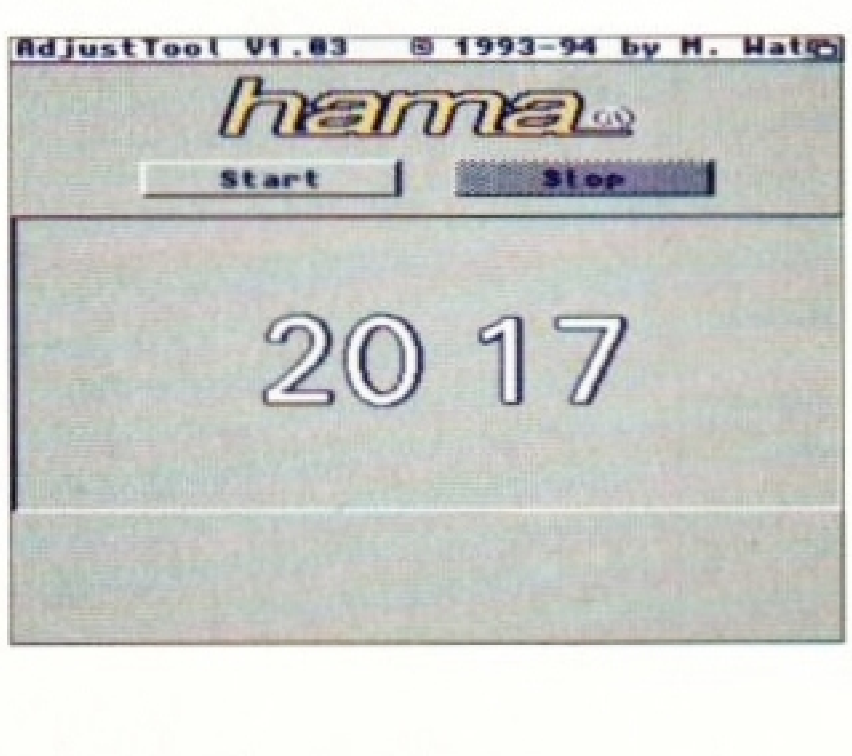
ACCESSIBILITY ●●●●
Like the manual, the software is laid out in a manner that helps understanding and ease of use.

FEATURES ●●●
The inclusion of a jog shuttle is marvellous. The exclusion of hard wiring for the record deck isn't.

VALUE ●●●●
If Hama update the software, it'll probably rank as the best Amiga edit controller in its price range.

"A tidy professional package which should set potential video editors on the right track."

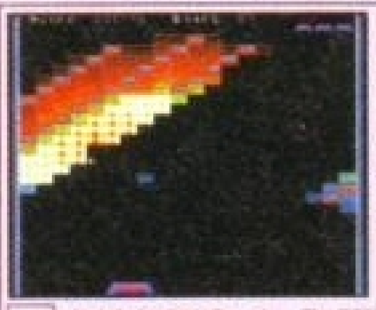
80%



The inclusion of a clock that counts in seconds and frames helps you fine tune the editor to adjust for the pre and post roll of the recording and source decks.


EP
SOFTWARE
A Virus killer is an essential purchase in these days where there are hundreds of Amiga viruses. Make sure your software collection is free from all known viruses.
£4.00
VIP4-2. VIRUS KILLERS
This is the most powerful Amiga disk duplicator available. In fact the authors say that if you can't copy something they'll give you your money back.
Includes s/w & hardware
Special Price £29.95
The Next Generation now being supplied
SXCP30-1. XCOPY PRO.
A five disk set of over 70 top quality fonts for use with Wordworth 2 or 3. Simply install them and they're ready to use.
Only £10.00
WWF10-5. WORDWORTH FONTS
A selection of tools for degrading your A1200 down to a 500. Very easy to use, but extremely effective way of running old games etc.
Only £4.00
DEG4-2. A1200 DEGRADERS
If you're in to beat 'em ups, here's a treat. Fight against numerous opponents in this fast action beat 'em up, features enhanced sound on 2 drive Amigas.
Only £6.00
A1200/A500+/A600 with 2meg
BDK6-3. KOMBAT
Fifty stunning AGA images in 256 colours. All of which will blow your mind. All run as a slideshow for ease of viewing.
Only £15.00
BTB15-10 BATHING BABES FOR A500, A600 etc £15
GRL15-10. BATHING BABES AGA
A complete Word processing package. Features all standard options like: cut paste, tab, spell check etc. A very easy to use package.
Only £3.00
TXE3-1. WORD PROCESSING
A good selection of games, demos, music, graphics and tools for use only on the A1200 or A4000. A great way to instantly build your AGA software collection.
£15.00
AGA15-10. A1200 STUFF
Who needs Sonic or Mario when you can play fantastic games like this on your Amiga. Fast, smooth scrolling platform game. Excellent stuff.
Only £5.00
MSB5-1. MORTON STRIKES BACK
The complete RSI demo maker, featuring: font editor, vector editor, graphic templates, extra music fonts etc. and a complete tutorial.
All for only £15.00
RSM15-5. RSI DEMO MAKER
FREE!!!
FREE BOX OF TEN BLANK DISKS WITH EVERY ORDER OVER £25
Don't forget to ask for them
Over a dozen objects for use in LightWave. Includes: Spacecraft, Aliens, Lasers, Jet Engines, Sky, Clouds etc.
Only £3.00
LWO3-1 LIGHTWAVE OBJECTS
Now the summer's here, it's time to do the garden, and this is a good reason not to, because you'll be too busy designing it.
Only £3.00
GRN3-1. 3D GARDEN DESIGNER
Features all you need to crunch, archive & decrunch any file or disk. Includes DMS the Disk masher, Powerpacker, LHA etc.
Only £5.00
CRM5-2. CRUNCH MANIA
RDS3-1. RANDOM DOT STEREOGRAM
Create your own fascinating Random dot Stereograms, very easy to use.
Only £3.00
If you want to be a budding Ian Beale or Floyd then THE GOURMET COOK BOOK is a good way to get started, over 50 recipes included.
Only £3.00
GCB3-1. THE COOK BOOK
A two disk collection of various Scala background textures. Wood, paper, etc. Gives your Scala production a more professional finish.
Only £6.00
SCA6-2. SCALA TEXTURES
Over 1000 Top Amiga game cheats on five disks. Includes all popular titles like: Monkey Island, Project X etc, etc.
Only £9.00
GAME CHEATS
CHT9-5. 1000 GAME CHEATS
Get your finances in order with this excellent package. Take a closer look at your bank accounts, find out where all your money goes every month.
Only £7.00
FIN7-3. FINANCE
Double the space available on your hard disk. If you have an 80meg drive this will give you over 150meg of available space. Runs silently in the background.
Only £5.00
EPU5-2. DISK DOUBLER
Make your own hardware and save £££s. Sound samplers, memory expansions, Bridgeboards are all here. Includes complete diagrams.
Only £3.00
HWP3-1. HARDWARE PROJECTS
Over 70 top quality Imagine objects on five great disks. Subjects include: Vehicles, Animals, Star Trek and loads more miscellaneous objects.
Only £10.00
IOD10-5. IMAGINE OBJECTS 2
A two disk set of extra backgrounds, Icons etc. for use with Magic Workbench. Requires KS2/3.
Only £5.00
MWB3-1: MAGIC WORKBENCH £3.00
MWE5-2. MAGIC WB EXTRAS
TYPING TUTOR
Learning to type can be a difficult task, but not when you get a copy of our classic typing tutors. Includes three games to help you learn to type.
Only £3.00
TYP3-1. TYPING TUTORS
Forty top quality compugraphic fonts for use with WB2/3, Pagestream, Wordworth, D Paint 4 etc, etc.
Only £7.00
PSF7-3. COMPUGRAPHIC FONTS
OPTIONS
Hundreds of general knowledge questions. Subjects include: Sport, Films, Music, Science, Geography. Test your knowledge with this excellent Trivia game.
Only £5.00
QUZ5-2. QUIZ MASTER
The most professional word search, crossword solver available on the Amiga. Includes a dictionary of over 58,000 words, and you can add your own.
Only £5.00
WFP5-2. WORD FINDER PRO.
Whether you want to link two Amigas together, or 2 PCs or Amiga to PC, then this package will suit you. Easy to install.
Only £8.00
Link up lead (Ami-Ami) only £19.99
COM8-3. NETWORKING
Four all time classic board games. Scrabble, Cluedo, Snakes and Ladders, and Monopoly. Great fun for all the family.
All for only £10.00
BDG10-4. BOARD GAMES
Run PC software on your Amiga. Supports VGA on the A1200 or A4000 works with your Hard Disk, Floppy Drive, Serial, Parallel & mouse ports.
£39.95
PC TASK "The complete Kit"
*Compatible with all Amigas
PCT40-1. PC TASK
If you're new to the Amiga, then you may be having problems with missing Libraries on your workbench that are needed to run particular software. Order this now and solve those problems.
£2.00
Includes Document/text viewers such as More, PPmore, Muchmore etc. plus all popular libraries inc. Powerpacker
EFB2-1. ESSENTIAL FOR BEGINNERS
Great new children's pool game, colourful and easy to use. 1 or 2 players. Joystick controlled.
Only £3.00
KPG3-1. KID'S POOL
Priority Order Form
Name
Address
Amiga model
Payment
Credit Card No
Exp.
All clipart images are stored as IFF so they can be used in any Amiga DTP or paint package. Packs ITX 12-6 & HWP3-1 require some knowledge of LHA, which is supplied with these titles.
Kickstart 2/3 means you require an A500+, A600, A1200 or any machine fitted with Kickstart 2 or 3.
AGA means you will require either an A1200 or A4000 to use that particular title.
Order Value
Amount of Packs
XXX10-5. PACK TITLE
Individually priced
QTY
= £
Other Items
= £
Total goods value
= £
Postage & Packing
Please add a total of 50p for P&P in the UK
50p in the UK.
= £
Amount enclosed
= £
ALL TITLES ADVERTISED ARE IN STOCK READY FOR DESPATCH
Ordering by post
Simply send us a written order with a list of the disks you require, or simply tick the boxes of the titles you require, fill in your name and address, remove or photocopy this page and send it along with full payment to: Epic Marketing, 138-139 Victoria Rd, Swindon, Wiltshire, SN1 3BU.
Collecting disks
PD disks can be collected same day, but if your order is quite large, please phone in a few hours previous to pick up.
Overseas Orders
Overseas orders are welcome, but please add £1.00 to each title ordered, & a minimum of 5 titles apply.
Postage & Packing
Please add a total of 50p to your order if in the UK for floppy disk orders. Add £1.00 per CD in UK. Overseas please add £1.00 to each pack ordered for 1st class delivery and £2.00 per CDROM title ordered.
Compatibility
All titles advertised should work on any Amiga unless stated. AGA means that it only works on A1200/A4000. KS2/3 means that title requires an A500+/A600/A1200.
Ordering by phone
To place an order over the phone simply call any time between 9.30 & 5.30pm Monday to Saturday with your credit card details and the disks you would like to order. (Orders can usually be placed up to 6pm every evening).
X-CAD 2000
One of the most powerful Computer Aided Design packages available on the Amiga. Now at an unbelievable price.
Order Code XCD30-1 Only £29.95
CD32 LINKUP
Connect your CD32 to your Amiga for easy transfer of ALL CD Rom disks. Complete with leads + CD Rom boot software.
CDL35-1. Only £34.95 + £1.00 P&P
Epic Marketing, First Floor Offices, Victoria Centre, 138-139 Victoria Rd, Swindon, Wilts. SN1 3BU. Tel: 0793 490988

Order hotline: 0793 490988 Fax: 514187



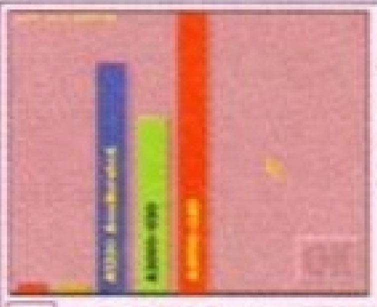
Megaball V3 is most definitely the best ever "Break-out" game available. Superb AGA graphics, music and gameplay make this an all time classic.
Only £3.00

MGB3-1. MEGABALL AGA



Inside Engines is a compilation of in depth animation sequences showing you the workings of all the most popular engine types.
Only £9.00

ENG9-5. INSIDE ENGINES



The complete system analyser. Test your drives, memory, keyboard, mouse, expansions and all your custom chips etc.
Only £3.00

ENK3-1. ENGINEER'S KIT



Thousands of useful tools, demos, games and graphics, Imagine objects, and loads more.
Only £19.95

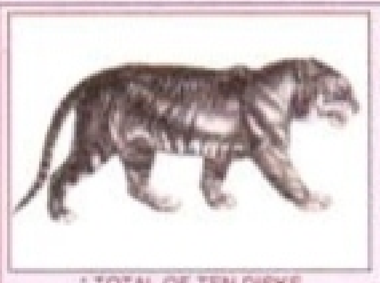
CDPD IV COLLECTIONS



Requires Kickstart 2/3

Over 100 all time classic games including: Breakout, Pacman, Space Invaders, Snakes, loads of puzzle games and more.
Only £10.00

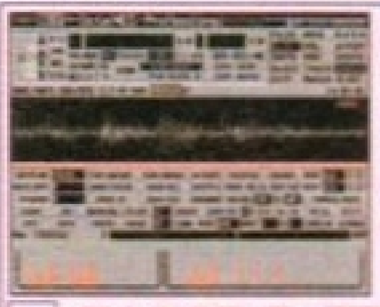
GG10-4. 101 GAMES



* TOTAL OF TEN DISKS

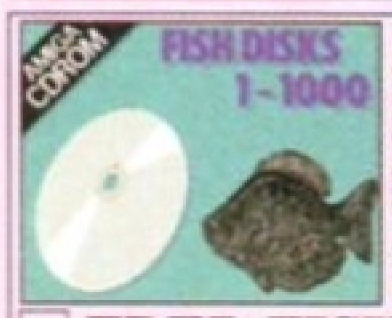
Hundreds of high quality professional clipart images. Subjects include: Transport, People, Computers, Xmas and loads more. A much wider scope.
Only £13.00

GFX13-10. PRO CLIPART



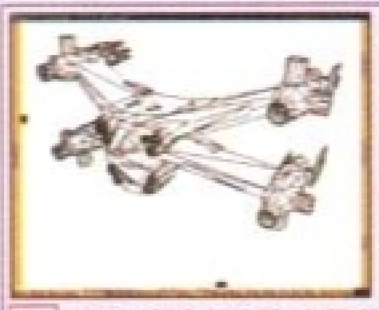
Hundreds of high quality IFF samples, including: drums, guitars, bass, vocals and beats. Perfect for Music X, Med or any tracker clone.
Only £7.00

SAM7-5. IFF SAMPLES



The Fred Fish collection. Over 4000 utilities included in this set, ranging from wordprocessing to spreadsheets, graphics tools, music and hundreds of other things.
Only £29.95

FRED FISH CD 1-1000



If you're into Imagine then this fantastic new Objects disk will amaze you. Objects include: **Delta Fighter, Soul Hunter, Tyranid and Vorlon One Space Craft.**
Only £4.00

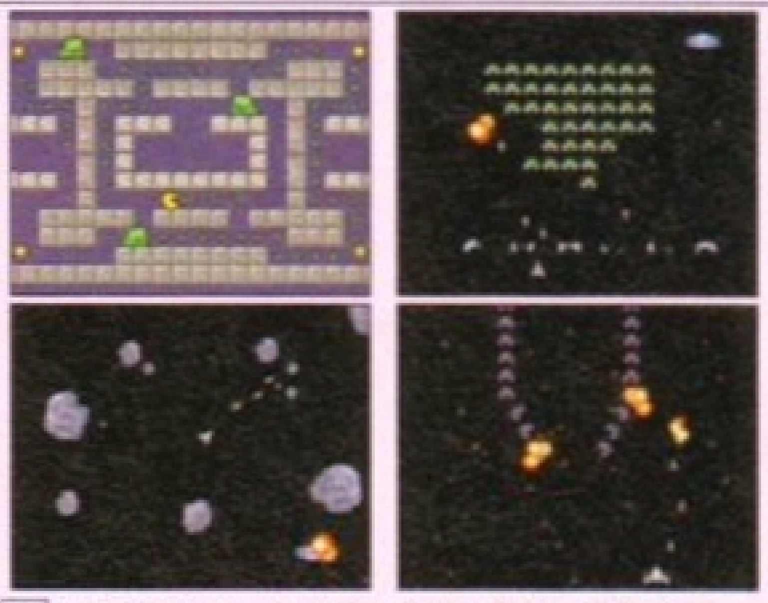
BLF4-1. BABYLON 5 OBJECTS



SPE5-3 SPECCY EMULATOR V3+ GAMES £5.00
SEH40-4 SPECCY EM + INTERFACE + GAMES £39.95

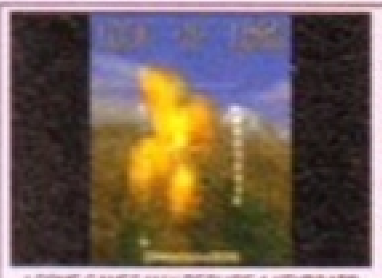
Over 100 all time classic Spectrum games ready to use on the Spectrum emulator. Inc: **Jet Set Willy, Skool Daze, Attic Atak, Star Trek, Uridium and loads more**
Only £15.00

SPG15-7. SPECCY GAMES



ARC6-4. ARCADE CLASSICS

Features 4 all time classics. New & old versions of Pacman, Space Invaders, Asteroids and Galaxians. Remember the good old days for now only £6.00



* SOME GAMES MAY REQUIRE A KEYBOARD

1000 all time classic Amiga games. Puzzles, Adventures, RPG, Shoot'em ups, Platformers. Works on the CDTV, CD32 or any other Amiga CD ROM drive.
Only £19.99

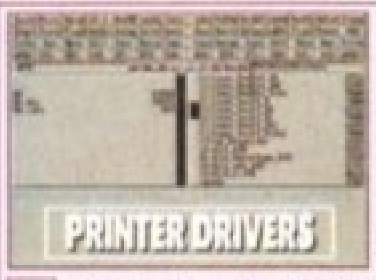
LOCK 'N' LOAD CD



Requires Kickstart 3 (A1200/A4000)

A selection of superb girly pictures to place in the background of your Workbench
Only £5.00

WGB5-2 WORKBENCH BACKDROPS



A selection of printer drivers including all popular printers such as: Hewlett Packard, Star, Panasonic, Epson, IBM, OKI, Seikosha, Postscript etc.
Only £3.00

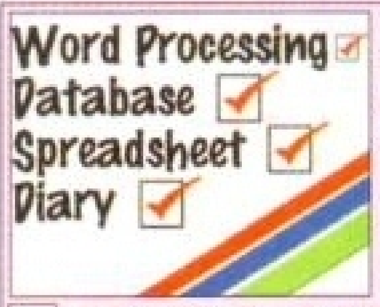
DRV3-1. PRINTER DRIVERS

PDWB WORKBENCH OF YOUR CHOICE INSTALLED WITH DRIVER OF YOUR CHOICE £5.00



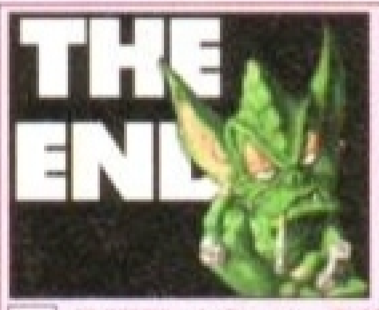
Thousands of archived tools, including: patches, Dir tools, music, graphics, AGA tools, workbench tools. It'll take you months to sift through this lot.
Only £19.99

AMINET 3 CD ROM



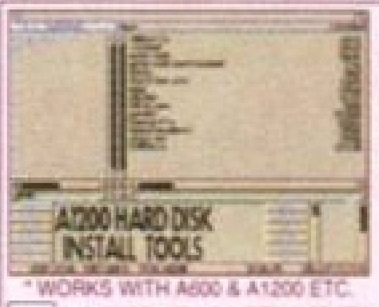
Whether you run a small business or just need to go computerised then this superb easy to use integrated package is what you want.
£7.00

IFC7-3. LITTLE OFFICE



Contains a selection of Video titlers, Video wipes & backdrops. Great for creating professional home movies. All you need.
Only £12.00

VID12-6. VIDEO STUFF



* WORKS WITH A600 & A1200 ETC.

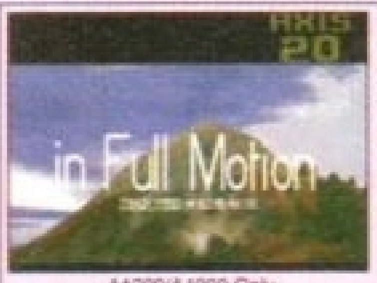
An essential tool for installing workbench on your new hard disk. Easy to use either on the A600 or A1200.
Only £7.00

AHD7-2. HARD DISK INSTALLER



A range of clipart for use with Pagesetter. Dozens of subjects including: People, Vehicles, Animals, Computers, Sport etc. etc.
£3.00

MPC3-1 PAGESETTER ART



A1200/A4000 Only

This is the most impressive AGA demonstration available. If you want to impress someone, then this is what will do it. Features a brill BJorg soundtrack.
Only £4.00

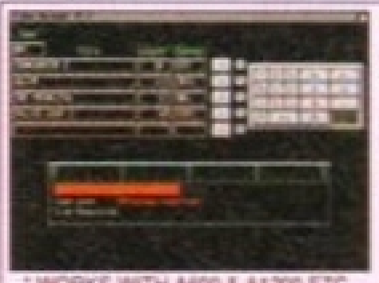
BTS4-2. BIG TIME SENSUALITY



* Suitable for use on all Amigas

If you've just purchased your Amiga you may be a bit boggled how to use it properly. Well this five disk set takes you step by step through every basic thing to know.
£9.00

ABG9-5. BEGINNER'S GUIDE



* WORKS WITH A600 & A1200 ETC.

Organise your entertainment media with this set of cataloguing tools. Video, CD and disks are all catered for.
Only £5.00

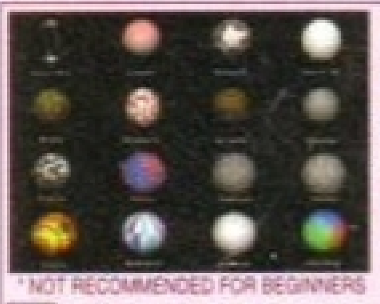
CTG5-3. CATALOGERS



* PLEASE QUOTE "OVER 18" WHEN ORDERING

Play Poker with some of the most lovely ladies in the world. Includes superb graphics and digitised speech.
Only £12.00

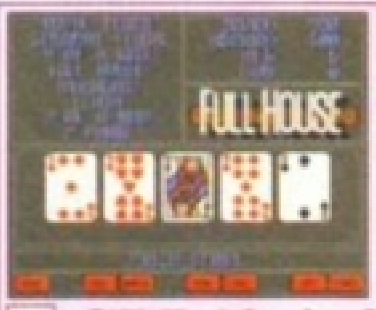
DSP12-1. DELUXE STRIP POKER 2



* NOT RECOMMENDED FOR BEGINNERS

Large range of Textures for use in Imagine. Render your objects in a variety of shades, colours and textures. Compatible with all Amigas.
Only £12.00

ITX12-7. IMAGINE TEXTURES



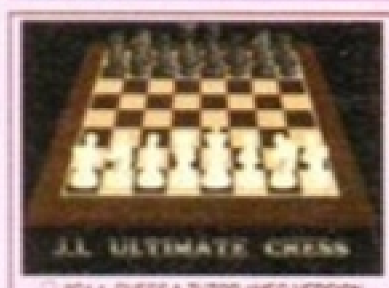
A collection of Amiga card games including: Poker, Craps, Solitaire etc. Great fun for all the family.
Only £10.00

CRD10-4. CARD GAMES



Hundreds of colour clip fonts, for use in any Paint package. All sizes from 8 up to 45, 8 colours up to 32 colours, great for video work or for just making demos.
Only £15.00

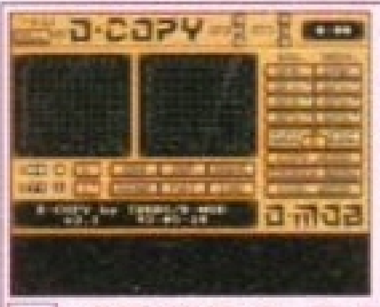
CLF15-8. COLOUR FONTS



JIC4-1 CHESS & TUTOR 1MEG VERSION

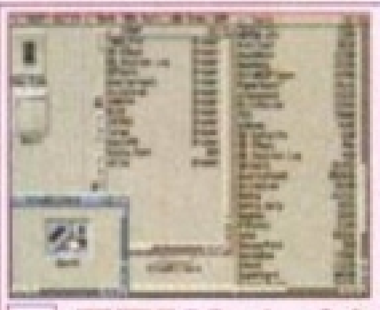
Whether you're a complete beginner at chess or a champion, JI CHESS has something for you. Superb graphics and speech make this a great software title.
Only £4.00

JIT4-1. CHESS & TUTOR 2 MEG



A compilation of very powerful disk copiers, make backups of your software collection with ease.
Only £5.00

CPY5-2. DISK COPIERS



Over 200 Workbench 2 or 3 utilities/tools, including: text editors, virus killers, disk editors, sound & graphic tools and loads more.
Only £3.00

TTU3-1. 203 UTILITIES



This is the most impressive RAVE demo available on the Amiga, features an amazing soundtrack & wicked visuals, don't miss this.
Only £4.00

SBL4-2. NINE FINGERS



An alternative day at the butchers, and that's not Frank Butcher's. This game has more Blood 'n' Guts in it than a juicy Doner Kebab. Great fun.
Only £3.00

ZAT3-1 ZOMBIE 2 AGA



Seventy bitmap fonts for use in almost any package including Deluxe Paint. Also features a fantastic font editor for designing or customising your own fonts.
Only £7.00

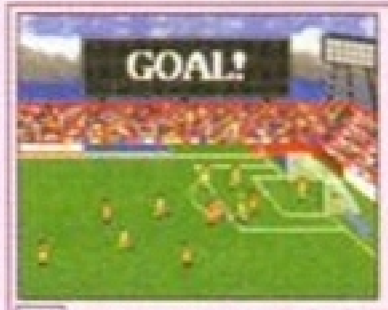
FNT7-3. FONTS & EDITOR



KLE8-4. EXTRA CARD SETS 1-4 £8.00

Klondike the card game features unbelievable 256 colour hi-res graphics. Also available now are four new data disks featuring 4 new card designs.
Only £6.00

KLD6-3. KLONDIKE AGA



An all time classic! Features include: 7 skill levels, full league tables, 3D football ground, managerial ratings, injury problems, promotion & relegation.
Order now only £3.00

FBM3-1. FOOTBALL MANAGER



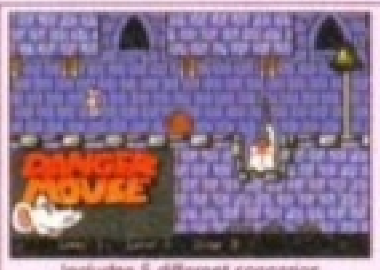
A collection of great fun educational games for children aged 7+. Maths, spelling, speed, etc. are all included in this excellent compilation.
Only £9.00

EDU9-4. EDUCATIONAL



Tetris is the most addictive game in the world, and that's a fact. This is a compilation of five of the best. Best graphics, best sound and best playability.
Only £9.00

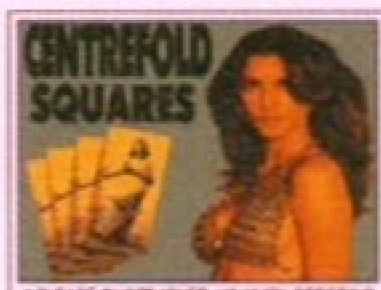
TET9-5. TETRIS MAYHEM



Includes 5 different scenarios Jungle, Factory, Castle etc.

The computer game version of the classic cartoon character "Danger Mouse". An addictive platformer for kids or adults. Includes the DM theme tune and loads of sampled speech.
Only £3.00

DMG3-1 DANGER MOUSE



* PLEASE QUOTE "OVER 18" WHEN ORDERING

Another great puzzle game for adults. A pint of the best, a packet of peanuts and a good game of Centrefold squares. "What a life!"
Only £10.00

CFS10-1. CENTREFOLD SQUARES

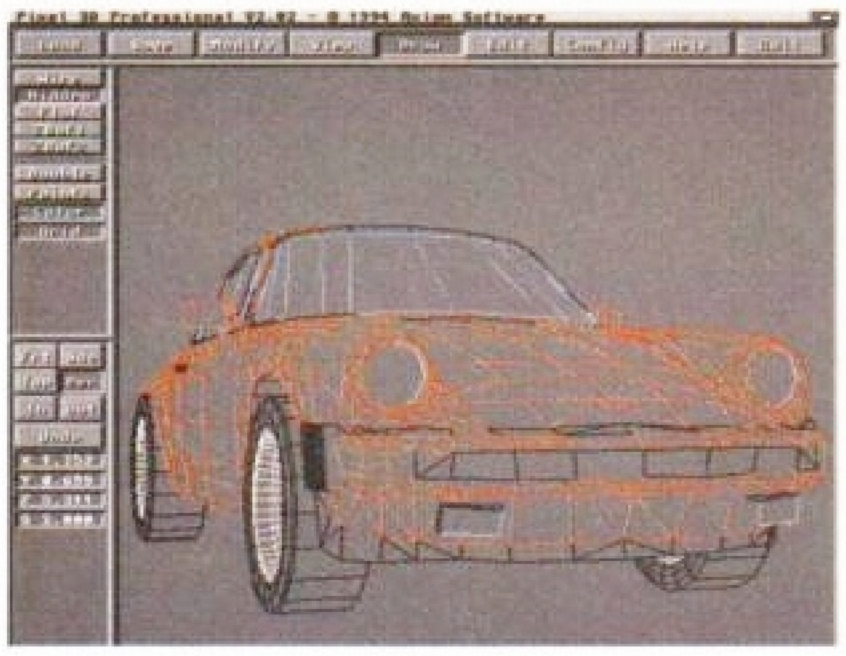


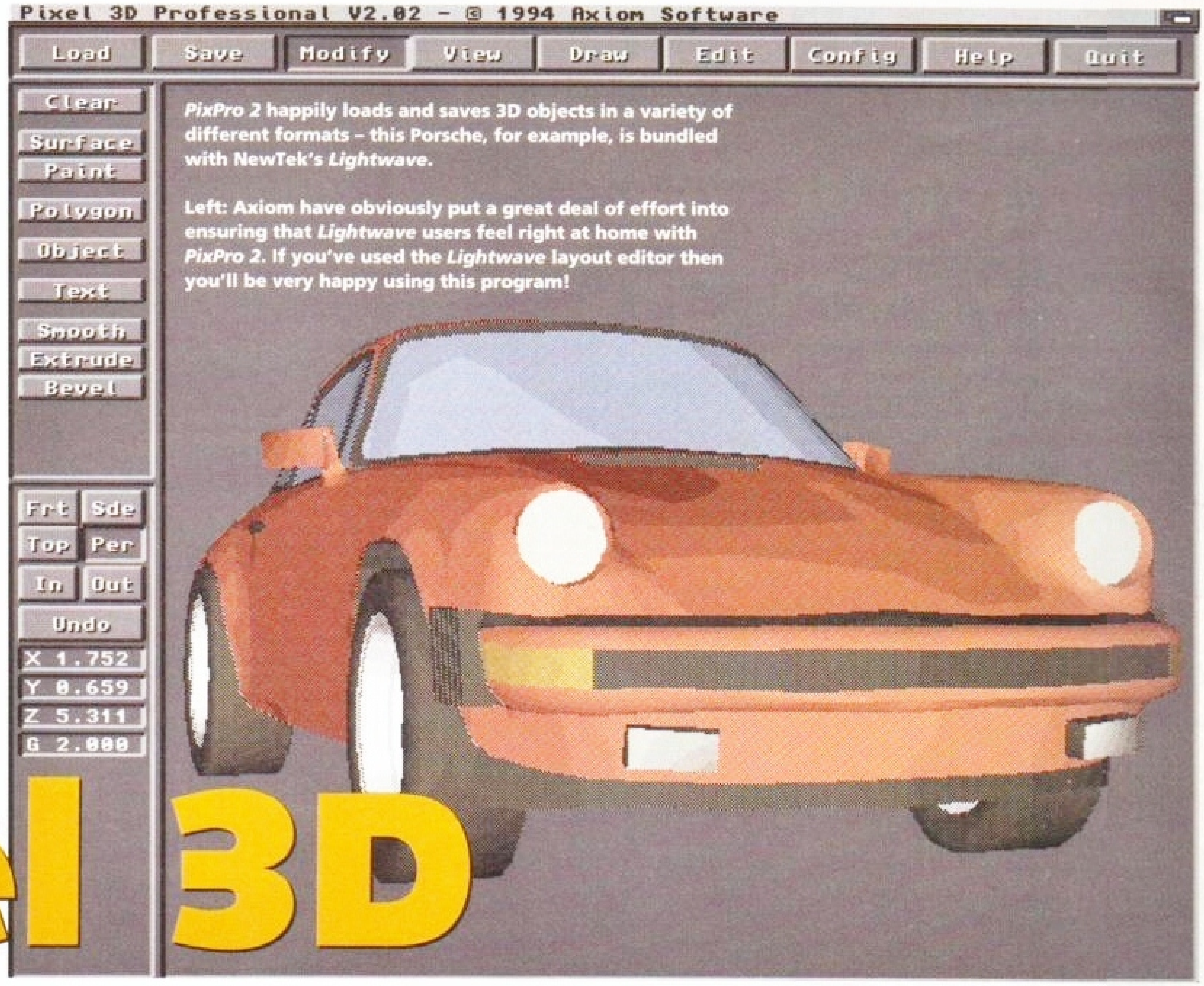
Stop other people from accessing your floppy or hard disks, by putting a customised password on your disk. Also contains file encryption tools.
Only £10.00

PSW10-4. PASSWORD

Epic Marketing, First Floor Offices, Victoria Centre, 138-139 Victoria Rd, Swindon, Wilts. SN1 3BU. Tel: 0793 490988

Designed to complement any 3D modelling program, is version 2 of Axiom's 3D object utility worth the upgrade? Jason Holborn finds out.





PixPro 2 happily loads and saves 3D objects in a variety of different formats – this Porsche, for example, is bundled with NewTek's *Lightwave*.

Left: Axiom have obviously put a great deal of effort into ensuring that *Lightwave* users feel right at home with *PixPro 2*. If you've used the *Lightwave* layout editor then you'll be very happy using this program!

Pixel 3D Professional V2

Amiga 3D modelling programs have certainly come a long way since Eric Graham's Juggler animation caused jaws to drop way back in 1986. As the performance of the Amiga's own hardware has advanced, so has the quality of rendering packages – comparing a relatively new package like NewTek's *Lightwave 3D* (reviewed last ish) with the likes of *Sculpt 3D* or *TurboSilver* is like comparing a Ford Escort Cosworth with a Morris Minor. Like the Minor, *Sculpt* may be a classic but no 3D animator worth their salt would bother with it these days.

Despite the sophistication of programs such as *Lightwave* and its many competitors, Axiom obviously still feel that there's room in the crowded 3D market for an update of its popular 3D utility, *Pixel 3D Professional*. Version 2 still offers the same powerful bitmap tracing and text handling features as its predecessor but with the added advantage of full AGA colour support and a host of new features.

The most immediately striking new feature of *Pixel 3D Professional 2* (we'll refer to it as *PixPro 2* from now on) is its all-new user interface which borrows more than a few tricks from the Layout Editor employed by NewTek's *Lightwave*. Like *Lightwave*, the majority of the display is taken up by a large preview window which, even when no objects have been loaded, displays a wireframe of the ground immediately around your viewpoint.

THE LIGHTWAVE COLLECTION

£29.95 ■ 24Bit Club 041-946 2191

Now that NewTek's wondrous *Lightwave* rendering package has finally hit the shelves in non-Toaster form, third party vendors have been quick to realise that there's a healthy profit to be made from *Lightwave* associated products.

The 24Bit Club, that bastion of all things rendered and generally 24-bit, have taken it upon themselves to launch the first in what they hope to be a whole family of products aimed at *Lightwave* users. The *Lightwave Collection Volume 1* is a massive collection of useful objects, scenes, Postscript fonts and textures which can be easily incorporated into your own *Lightwave* projects. Even if you don't own *Lightwave*, you may find this collection useful because most of the objects can be converted with a utility like *Pixel 3D Professional*.

For your £30, you get very good value for money. Opening up the modified video case reveals 10 disks, all of which have to be installed on to your hard disk before you can get access to those lovely 3D objects. Once this is done, however, you need never refer to the disks again. The 24Bit Club provide a single sheet of paper that tells you what files are placed where. Surprisingly, however, there's no catalogue of files – it's left down to you to find out what's new.

The range of new objects on offer is impressive. Subjects covered range from computer hardware, fruit and home furnishings to sharks, spacecraft and fighter jets. All are brilliantly modelled and easy to include in your own *Lightwave* scenes and animations. The Apache helicopter (pictured) is particularly good – within an hour we created an animation of the helicopter banking and turning as it flew through the air with its rotors spinning.

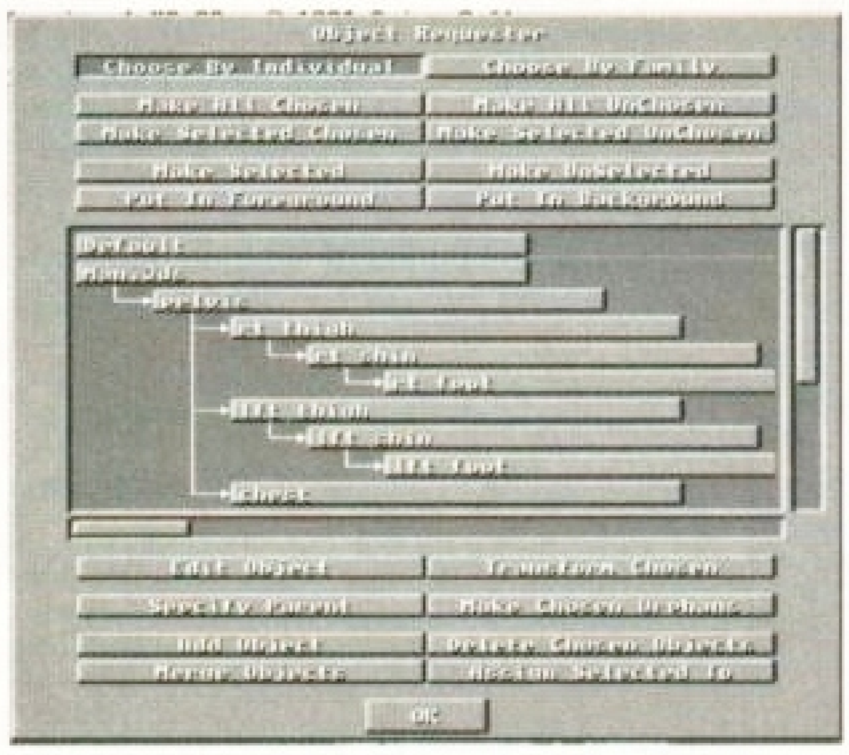


This beautifully detailed AH64 Apache helicopter is only one of the many superbly modelled objects on offer.

A wide selection of scenes are included too – with all the objects and brushmaps needed to render them correctly. Although not that useful, they give you a taster of what's possible with *Lightwave*. More useful are the wide range of texture files although these, for space reasons, are stored as JPEGs and must be converted to IFF using a program such as *ADPro* before they can be accessed. Textures on offer include gold, sand and two types of leather.

For the first part of the 24Bit Club's series on 3D graphics turn to page 165.

80%

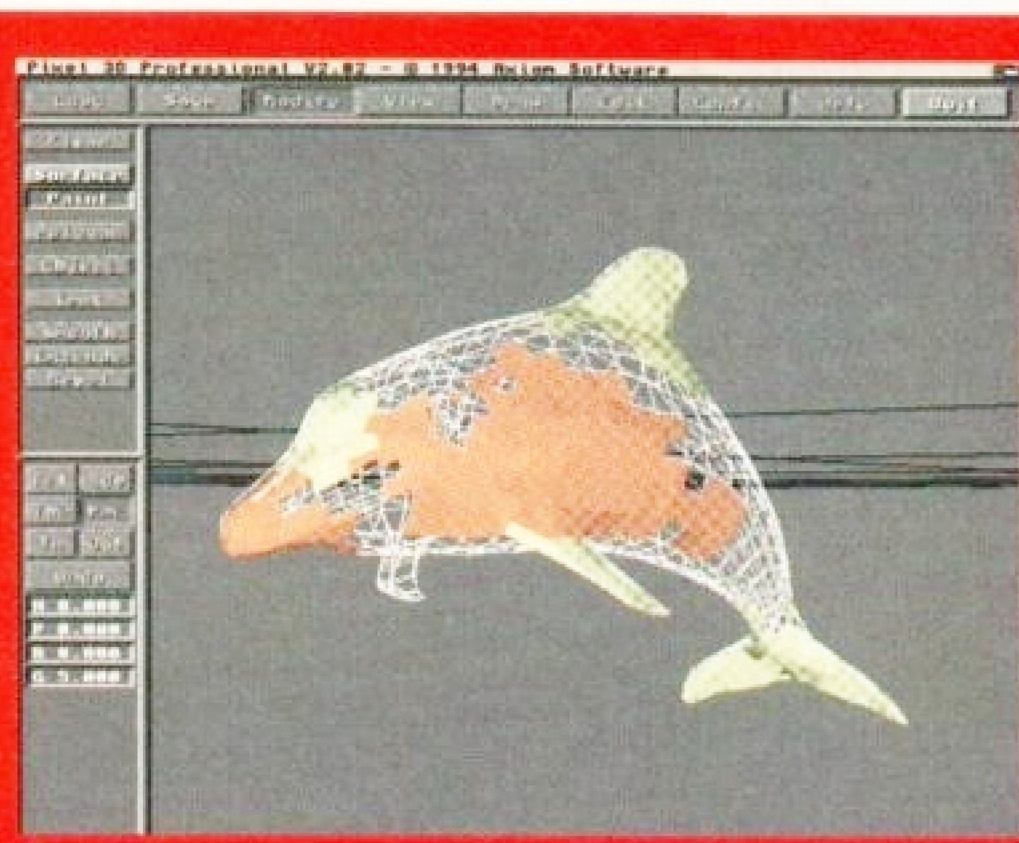


PixPro's new object requester allows you to view and even edit the hierarchy of an object made up of several smaller objects.

POLYGON PAINTING

One of the most interesting new features of *Pixel 3D Professional v2* is its new 3D Painting tool which enables you to fill in polygons by clicking on them with the mouse pointer. It's a bit like a children's colouring book but instead of filling in a flat image, you're painting in 3D. OK, so it may sound strange but it does work surprisingly well although it's sometimes hard to select the exact polygon you want when several overlap.

3D Painting really comes into its own when you need to modify the surface colouring of an existing object. You could, for example, use the 3D Painting tool to colour the nose cone or fuselage of an aircraft. It's not that precise and you have to be careful not to recolour the wrong polygon because 3D Painting mode doesn't offer an Undo tool. If something goes wrong, however, all you have to do is to recolour the polygon in its original colour.



Ever wanted to alter the colour of any part of a 3D object simply by painting on to the object with the mouse? With *PixPro 2*'s new 3D Painting mode, that's precisely what you can do.

Axiom have obviously put a great deal of effort into gearing this latest release towards *Lightwave* users which, even if you're not familiar with using *Lightwave*, isn't necessarily a bad thing at all.

If you own an AGA-based Amiga then you'll be pleased to learn that *PixPro 2* can generate previews of any objects you care to throw at it in full 256 colours. What's more, *PixPro 2* now offers two new ZBuff rendering modes which attempt to add a greater feeling of three dimensional depth to your object previews using delicate dithered shading effects. As you'd expect, however, this greater level of colour detail does slow down the speed at which *PixPro 2* generates its previews – a particularly complex object, for example, can take several minutes to redraw.

Axiom have increased the number of file formats that *PixPro 2* can handle – whereas version 1 could handle 14 file formats, version 2 can now handle a total of 17 – these include objects from AutoDesk's *3D Studio* on the PC (*Lightwave*'s main rival), Postscript files and even *Lightwave* scenes. Quite why you would want to load *Lightwave* scenes into *PixPro 2* is beyond me – after all, *Lightwave*'s own Layout Editor is such an absolute dream!

Where *PixPro 2* really excels, however, is object manipulation. Version 1 offered a fairly respectable selection of object editing tools but *PixPro 2* is a different ball game. Potentially the most useful of all its editing tools is the new Polygon Database Manipulator which is an updated version of the Data requester in version 1 of *PixPro*. From here you can perform all manner of wonderful polygon-related operations such as reducing the number of vertices or polygons in an object (handy if you're trying to use an object on a machine with limited memory), divide, flip and double polygons and so on.

"PixPro 2's wide range of file formats make it the ideal companion to just about any rendering program"

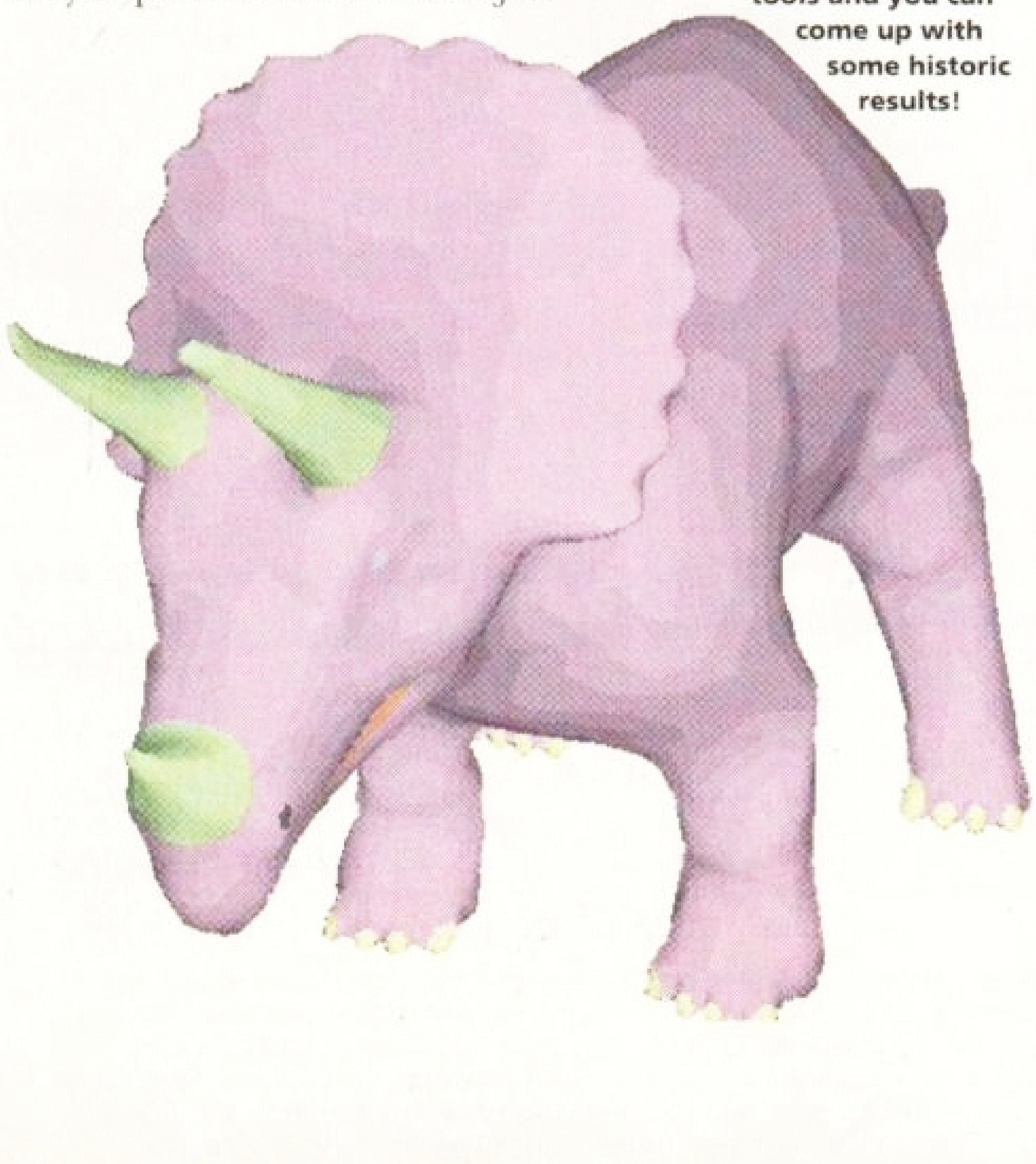
If you want to edit a hierarchical object (that is, an object made up of lots of smaller linked objects) then *PixPro 2*'s new Object requester is a real boon. It allows you to view the relationships between the components that make up an object. If you're not happy with any aspect of such an object, *PixPro 2* allows you to alter the relationship between a child and parent object such as linking a child object to another object within the hierarchy.

PixPro 2 occasionally produces unpredictable results. Loading the *Lightwave* Apache helicopter on the previous page, for example, caused *PixPro 2* to go haywire when zooming in too far – the resulting object looked more like an Apache that had flown into a cliff face than the pride of the US airforce! Such problems are rare, however.

3D painting mode sometimes fails to use the currently selected colour too, which is annoying because there's no way of telling whether the correct colour is being used until you start painting. Axiom assure us that these bugs are being fixed so hopefully they should have been stamped out by the time you read this.

Gripes and hiccoughs aside, *PixPro 2* is an impressive utility at a good price. Although not quite as accessible as its predecessor, version 2 of *PixPro* is much more powerful – indeed, it's almost a rendering program in its own right! It's wide range of file formats make it the ideal companion to just about any rendering program. Whether you just dabble with *Imagine 2* or you're a serious *Lightwave* professional, *Pixel 3D Professional v2* is an essential upgrade.

Combine *PixPro*'s powerful 3D painting and surface editing tools and you can come up with some historic results!



PIXEL 3D PROFESSIONAL V2

DISTRIBUTOR
Axiom Inc 0101 612 894 0596

PRICE
£199.95

SYSTEM REQUIREMENTS
Workbench 2.0, 2Mb of RAM

SPEED ●●●●
The rendered previews are not only better quality than in version 1 but they are rendered faster too!

MANUAL ●●●●
Apart from the cheap and nasty paper quality, the manual is well written and informative.

ACCESSIBILITY ●●●
More complicated than our Coverdisk version but still logical in its design.

FEATURES ●●●●●
Version 2 is far more than just an object file format converter.

VALUE ●●●●
Perhaps a tad expensive at £199 but buy it through *Amiga Format* and the price is a lot easier to swallow. (See page 18 for details.)

"PixPro 2 is an indispensable upgrade for all 3D artists"

82%

SOFT EXPRESS LTD

ORDER HOTLINE

TEL: 0908 277177

FAX: 0908 645397

HOW TO ORDER

Order by telephone quoting your credit card number and expiry date (credit cards are not charged until the day of despatch). If paying by cheque, please make payable to:
SOFT EXPRESS LTD, DEPT NO. AMF11/JC,
6 WHARFSIDE, FENNY STRATFORD,
BLETCHLEY, MILTON KEYNES,
BUCKS MK2 2AZ.
NO VISITORS PLEASE, MAIL ORDER ONLY

VISA · Access

AMIGA	PRICE
A.T.R.	£16-99
A-Train & Construction Set	£10-99
Addiction	£19-99
Aladdin	£19-99
Alfred Chicken (1200)	£9-99
Alien 3	£16-99
Alien Breed 2	£16-99
Alien Breed 2 (1200)	£18-99
Alien Breed Special Edition	£9-99
Alien Olympics	£19-99
Apocalypse	£15-99
Arcade Pool	£6-99
Armour Geddon 2	£15-99
Awardwinners 2	£19-99
Banshee (A1200)	£16-99
Beneath Steel Sky	£19-99
Benefactor	£17-99
Big Sea	£18-99
Bob's Bad Day	£16-99
Body Blows	£9-99
Body Blows (1200)	£9-99
Body Blows Galactic	£17-49
Body Blows Galactic (1200)	£14-99
Breach 3	£22-99
Brian the Lion	£15-99
Brutal Sports Football	£9-99
Bubba 'N' Stix	£16-99
Bubble & Squeak	£19-99
Bump 'n' Burn	£19-99
Burntime	£22-99
Campaign 2	£22-99
Cannon Fodder	£16-99
Cannon Fodder 2	T.B.A.
Captive 2	£19-99
Cartoon Racer	£16-99
Champ. Manager	£10-99
Champ Manager 93	£16-99
Champ Manager Italia	£16-99
Chaos Engine	£12-99
Chaos Engine (1200)	£16-99
Civilisation (1 Meg)	£22-99
Civilisation (1200)	£18-99
Club Football	£19-99
Combat Classics 2	£19-99
Creepers	£19-99
Cyberpunks	£16-99
Cyberspace	£22-99
D Day	£21-99
D-Generation	£10-99
Darkmere	£17-99
Dawn Patrol	£25-99
Demoniac	£16-99
Desert Strike	£19-99
Detroit	£21-99
Dinoworlds	£19-99
Disposable Hero	£16-99
Donk	£16-99
Dracula	£19-99
Dragon Stone	£19-99
Dreamlands	£18-99
Dune 2	£17-99
Elfmania	£16-99
Empire Soccer	£16-99
End of Season Data on the Ball	£19-99
Evasive Action	£19-99
Excellent Games Compilation	£22-99
F1	£16-99

AMIGA	PRICE
Fantastic Dizzy	£16-99
Fatal Strokes	£19-99
Fatman	£17-99
Fields of Glory	£19-99
Fields of Glory (1200)	£25.99
FIFA International Soccer	£19-99
Fire and Ice	£16-99
Flashback	£17-99
Formula One Champions	£19-99
Formula One Team Manager	£19-99
Frontier Elite 2	£18-99
Fury of the Furries	£9-99
G2	£16-99
Genesia	£19-99
Goal	£10-99
Goblins 3	£22-99
Graham Gooch 2nd Innings	£11-99
Graham Gooch World Cricket	£18-99
Gulp	£19-99
Gunship (XL)	£8-99
Gunship 2000	£22-99
Hanna Barbera Anim	£29-99
Hannibal	£18-99
Hard Driving (Top Gear 2)	£16-99
Harpoon	£12-99
Hero Quest 2 Legacy	£16-99
Impossible Mission (1200)	£19-99
Impossible Mission (600)	£19-99
Indianapolis 500	£8-99
Innocent	£22-99
Int-edition Sensible Soccer	£19-99
Ishar 3	£21-99
John Madden Football	£9-99
Jurassic Park	£16-99
Jurassic Park (1200)	£16-99
K240	£17-99
Kick Off 3	£16-99
Kick Off 3 (1200)	£16-99
Kid Chaos	£16-99
Kingdom	£22-99
Kingdom of Germany	£19-99
Kingmaker	£22-99
Kings Quest 6 (1200)	£22-99
Kit Vicious	£16-99
Lambourghini	£16-99
Legacy of Sorosil	£16-99
Lion King (1200)	£T.B.A.
Lords of Power	£22-99
Lotus Trilogy	£11-99
Magic Boy	£16-99
Magicians Castle	£19-99
Man Utd Prem Champs	£18-99
Mario is Missing	£19-99
Micro Machines	£16-99
Microprose Grand Prix	£28-99
Mighty Max (1200)	£16-99
Monkey Island 2	£22-99
Monopoly	£18-49
Morph (1200)	£19-99
Mortal Kombat	£19-99
Mortal Kombat/Terminator 2	£22-99
Mr Nutz (1200)	£19-99
Mr Nutz (600)	£16-99
Nick Faldos Golf	£14-99
One Step Beyond	£12-99
Overkill	£12-99
Overlord	£22-99
PGA Tour Golf & Courses	£18-99

AMIGA	PRICE
Pinball Double Pack	£21-49
Pinball Fantasies (1200)	£19-99
Pinkie	£16-99
Populous/Sim City	£16-99
Power Hits	£19-99
Prehistorik 2	£16-99
Premier Manager 2	£9-99
Prime Mover	£14-99
Puggsy	£19-99
Putty Squad	T.B.A.
Realms of Darkness	£16-99
Reunion	£22-99
Rise of the Robots (1200)	£25-99
Robinson's Requiem	£21-99
Ruff 'n' Tumble	£22-99
Rugby League	£16-99
Rugby League Coach	£16-99
Ryder Cup (1200)	£16-99
S.U.B.	£19-99
Sensible Golf	T.B.A.
Sensible Soccer 92/93	£9-99
Silent Service 2 (1 meg)	£11.99
Sim Ant	£8-99
Sim Earth	£8-99
Sim City 2000	£22-99
Sim City Deluxe	£19-99
Sim City/Lemmings	£19-99
Sim Classics (3 in one pack)	£19-99
Sim Life	£8-99
Simon the Sorcerer	£21-49
Simon the Sorcerer (1200)	£22-99
Skeleton Krew	£19-99
Skid Marks	£12-99
Soccer Kid (1200)	£12-99
Soccer Star World Cup	£16-99
Sorcerer (1200)	£25-99
Space Academy	£19-99
Space Adventure	£22-99
Space Hulk	£22-99
Startrek 25th Anniversary	£22-99
Streetfighter 2	£9-99
Strike Squad	£22-99
Super Frog	£9-99
Super Stardust	£19-99
Super League Manager	£19-99
Tactical Manager	£16-99
Tactical Manager (Eng)	£16-99
Tactical Manager (Italy)	£19-99
Tactical Manager (Scot)	£19-99
Tensia	£16-99
TFX (1200)	£22-99
The Settlers	£19-99
Theme Park	£22-99
Theme Park (1200)	£22-99
Tower Assault	£19-99
Tracksuit Manager 94	£15-99
Traps and Treasures	£19-99
Turbo Trax	£16-99
Turrican 3 (1200)	£16-99
Turrican 3 (600)	£16-99
U96	£22-99
UFO	£28-99
UFO (1200)	£22-99
Ultimate Pinball	£19-99
Universe	T.B.A.
Uridium 2	£16-99
War in the Gulf	£20-99
Wembley Int Soccer	£16-99
When 2 Worlds War	£19-99
Wild Cup Soccer	£18-99
Wing Commander	£9-99
Winter Olympics	£20-99
World Cup USA 94	£17-99
WWF Wrestling 2	£8-99
Zool 2 (1200)	£8-99

SPECIALS	PRICE
Chaos Engine (A500/600)	£9-99
Disc	£4-99
Federation of Free Traders	£5-99
Jimmy Whites (bundle)	£7-99
Lemmings 2	£12-99
Nick Faldo (A500/600)	£9-99
Nigel Mansell Grand Prix	£9-99
Premier Manager	£7-99
Premier Manager 2	£9-99
Quadrel	£4-99
Soccer Kid	£9-99
Syndicat (A500/600)	£9-99
Titus the Fox	£7-99
Warriors of Reylene	£7-99
Zool	£7-99
Zool 2	£9-99

UTILITIES	PRICE
20 Blank Disks	£11-00
50 Blank Disks	£16-00
100 Blank Disks	£30-00
250 Blank Disks	£70-00
Amos 3D	£22-99
Amos Compiler	£19-99
Amos Easy	£22-99
Amos Professional	£31-99
Amos Professional Compiler	£24-99
Deluxe Paint 4 (1 meg)	£55-49
Deluxe Paint 4 (AGA)	£60-49
Disk Box 100 Cap	£7-99
Kindwords 3	£19-99
Mini Office	£36-99
Maxiplan 4	£19-99
The Publisher	£19-99
Mousemat	£2-99
External Disk Drive	£49-99
Noddy's Big Adventure	£16-99
Paint and Create (U'5's)	£16-99
Spelling Fair (7-13)	£16-99

EDUCATIONAL	PRICE
Adi English (11-12)	£16-99
Adi French (12-13)	£16-99
Adi French (13-14)	£16-99
Adi Junior Counting (6-7)	£13-49
Adi Junior Reading (4-5)	£13-49
Adi Junior Reading (6-7)	£13-49
Adi Maths (11-12)	£16-99
Adi Maths (12-13)	£16-99
Adi Maths (13-14)	£16-99
Funschool 3 (2-5)	£13.99
Funschool 3 (5-7)	£13.99
Funschool 3 (7+)	£13.99
Funschool 4 (2-5)	£16-49
Funschool 4 (5-7)	£16-49
Funschool 4 (7+)	£16-49
Merlin Maths (7-11)	£16-99
Mega Maths A level	£16.99
Micro English	£16-99
Micro French	£16-99
Micro German	£16-99
Micro Maths	£16-99
Micro Science	£16-99
Micro Spanish	£16-99

CD 32	PRICE
Akira	£19-99
Alfred Chicken	£17-99
Alien Breed 2	£18-99
Arabian Knights	£10-99
Arcade Pool	£9-99
Banshee	£19-99
Battlechess	£19-99
Battletoads	£15-99
Beneath a Steel Sky	£19-99
Bubba 'n' Stix	£17-99
Bubble and Squeak	£19-99
Cannonfodder	£19-99
Castles 2	£19-99
Chambers of Shaolin	£17-99
Chuck Rock	£10-99
D-Generation	£13-99
Dangerous Streets	£17-99
Darkseed	£19-99
Deepcare	£14-99
Dennis	£13-99

CD 32	PRICE
Donk	£19-99
Dragon Stone	£19-99
Elite 2	£18-99
Fields of Glory	£22-99
Flimbos Quest	£9-99
Fuzzball	£9-99
Genesia	£19-99
Gulp	£19-99
Gunship 2000	£19-99
Heimdall 2	£20-99
Impossible Mission	£19-99
Inferno	£19-99
International Karate	£9-99
International Soccer	£19-99
Jambala	£17-99
James Pond 3	£18-99
John Barnes	£10-99
Jurassic Park	£19-99
Kick Off 3	£24-99
Kid Chaos	£16-99
Labyrinth	£16-99

CD 32	PRICE
Legacy of Sorosil	£17-99
Lemmings	£16-99
Liberation	£19-99
Lion Heart	£13-99
Litil Divil	£18-99
Liverpool Football	£19-99
Lost Vikings	£19-99
Lotus Trilogy	£17-99
Man United Premier Champs	£19-99
Microcosm	£29-99
Micro French	£22-99
Mighty Max	£16-99
Morph	£19-99
Nick Faldo	£21-99
Nigel Mansell	£14-99
No Second Prize	£13-99
Pinball Fantasies	£19-99
Psycho Killer	£19-99
Rise of the Robots	T.B.A.
Robocod	£13-99
Ryder Cup	£19-99

CD 32	PRICE
Seek and Destroy	£16-99
Sensible Soccer	£16-99
Skeleton Krew	£22.99
Sleepwalker	£10-99
Soccer Kid	£19-99
Summer Olympix	£12-99
Surf Ninjas	£19-99
T.F.X.	£19-99
Top Gear 2 (Hard Drivin)	£19.99
Total Carnage	£19-99
Tower Assault	£19-99
Trivial Pursuit	£19-99
Trolls	£16-99
UFO	£19-99
Ultimate Body Blows	£19-99
Universe	£22-99
Uridium 2	£17-99
Wembley Int Soccer	£19-99
Whales Voyage	£19-99
Wild Cup Soccer	£19-99
Zool	£12-99
Zool 2	£17-99

ORDER FORM

ACCESS/VISA CARD NO. ______ EXPIRY DATE __ / __

PLEASE WRITE IN CAPITAL LETTERS

Please supply me with the following titles for computer________

ITEM	PRICE
POSTAGE	
TOTAL	

SIGNATURE

DATE

NAME

ADDRESS

POSTCODE

TEL:

AMIGA FORMAT NOVEMBER ISSUE 1994

No Visitors please, Mail Order Only

REMEMBER. IF YOU CAN'T SEE WHAT YOU WANT PLEASE PHONE AND ASK!*

DELIVERY CHARGES

- UK MAINLAND 2nd Class free
- EEC – £3 per item
- NON EEC – £4-50 per item
- PRICES INCLUDE VAT AND ARE SUBJECT TO CHANGE WITHOUT NOTICE. PLEASE NOTE SOME TITLES MAY NOT BE RELEASED AT THE TIME OF PRESS. ALL ITEMS SUBJECT TO AVAILABILITY. E & OE

ProGRAB 24RT



Grab images in full 24-bit colour without ever having to hit Pause, with Harwood's new *ProGrab 24RT* digitiser.

What? A real-time 24-bit frame grabber for just £130? Surely it can't be done! Jason Holborn put it to the test...

Amiga digitisers have improved in leaps and bounds since NewTek launched their original *DigiView* in 1986. Back then digitisers were still relatively new inventions – *DigiView*, for example, cost well over £200 and could only grab from a (very) stable frozen video signal. Even then, *DigiView* took well over 10 seconds to grab a single image.

Despite *DigiView*'s inadequacies it is generally believed that those early *DigiView* grabs did more to promote the Amiga as a graphics workstation than anything that Commodore's marketing team ever came up with.

Since then, video digitisers have advanced at a formidable pace. Most recently, Rombo have captured possibly the largest slice of the market with their successful range of Vidi digitisers. Available in a number of guises ranging from *VidiAmiga 12 AGA* (Rombo's entry level offering) to *VidiAmiga 24RT* (the bee's knees in 24-bit digitising), Rombo seem to have the digitisers market well and truly sewn up. That is, they did until Gordon Harwood's new *ProGrab 24RT* hit the shelves...

As its name suggests, *ProGrab 24RT* is a real-time 24-bit colour video digitiser that can capture full colour images from any video source capable of providing a composite video signal – domestic camcorders, video recorders, LaserDisc players and so on. Surprisingly, *ProGrab* won't accept an S-VHS signal – a standard feature of all Rombo's Vidi digitisers – which does limit the potential image quality considerably.

This minor indiscretion aside, the *ProGrab* hardware is totally top-notch. Connecting to the Amiga's parallel port (a PCMCIA version is planned if your parallel port is already occupied), the heart of *ProGrab* is a 512k frame buffer (offering a resolution of 736x512 pixels) which allows the digitiser to freeze a single frame from the incoming video signal in its own frame buffer memory without the user having to hit the freeze button on their VCR. The frame buffer's contents are then sampled by a 14.318 MHz 8-bit A/D converter before being transferred into the Amiga's own screen memory.

Bundled with *ProGrab* is Harwood's own digitising software which controls all the digitiser's major functions. Once it's up and running, you're presented with a front end that – if the chosen font is anything to go by – has obviously been designed for the visually impaired. Being the impatient type, the first thing I wanted to do was to grab an image – after all, who wants to read a boring old manual when there's a sexy bit of hardware stuck in your parallel port? Unfortunately, grabbing an image is not quite as straightforward as it should be – unlike Vidi, there's no button labelled Grab – that would be far too easy.

Instead, you must first define an animation by telling *ProGrab* how many frames you'd like to grab at any one time. Even if you only want to grab a single frame, you must still define an animation –



This grab demonstrates the lousy quality that you'll get from most VHS video tapes. You really need to use a higher quality video source or a live source.

QUALITY CONTROL

Grabbing with *ProGrab* directly from a video tape produced fairly acceptable results although many of the images were rather blurry and lacked any real definition. To be honest, however, *ProGrab* isn't to blame – with even the most expensive digitisers, you're unlikely to obtain sharp digitised images from domestic VHS video tapes.

Actually, the VHS standard is far from ideal for video digitising because the quality you obtain from even the most capable VHS video decks lacks the sharpness and contrast of more professional video systems.

If you feed *ProGrab* a live video signal, on the other hand, the difference in the quality of the digitised images is astounding. When I grabbed from the composite output from a video recorder which was connected to an aerial socket it produced some very sharp images with plenty of contrast and detail. Unless you want to grab frames from your favourite soap operas, however, this feature probably isn't that useful (Vera Duckworth in 262,144 colours? What a frightening thought!).

Like all the other digitisers currently on the market, *ProGrab* really comes into its own when it's connected to a camcorder which is pointed at a live video signal. Camcorders produce perhaps the purest video signals that you could possibly feed into a digitiser, which result in the best possible grabs.



Trevor McDoughnut... er McDonald grabbed in full 256-colour AGA glory.



Thanks to *ProGrab*'s built-in frame buffer, even moving objects can be grabbed reasonably well.



This image demonstrates perfectly how good the quality of grabs from a television signal can be.

which, if you only want a single image, must contain just one frame (surely an animation with one frame is a static image!). Once this is done, *ProGrab* then sets aside the necessary memory to hold the requested number of frames (which, if you grab in full colour can take up a huge amount of memory.).

Once you've told *ProGrab* how many frames to grab, you're automatically taken to the grabbing screen. Running along the bottom of this screen is the *ProGrab* control panel which holds all the various gadgets which control the digitiser's operation – brightness and contrast levels and so on. In the centre of this panel is a small rectangular window which – when you select the Preview option – displays a real-time greyscale preview of the incoming video signal at a rate of about four frames per second.

Running along the bottom of this control panel are a set of VCR-like buttons which activate the grabbing process. Clicking on the REC (record) button forces *ProGrab* to start grabbing frames – if just a single frame is to be grabbed, then it's displayed as a full screen greyscale immediately behind the control panel. If you're grabbing more than just a single frame, however, the screen is blanked while *ProGrab* digitises the requested number of frames into memory.

In order to view your image in full colour, all that is required is a single click on the Decode button and *ProGrab* then converts the 24-bit image data held in memory to the requested screen mode. *ProGrab* supports the full range of Amiga screen modes including those offered by the AGA chip set. You can, for example, decode frames into either 256 colours or – for the best possible results – 262,144 colour HAM8 mode. If you own a 24-bit card, *ProGrab* even allows you to save its raw image data to disk as a 24-bit IFF.

The *ProGrab* software also includes fairly rudimentary image processing tools – or filters as *ProGrab*'s designers call them – which are designed to aid the process of cleaning up an otherwise less than perfect grab.

The only real problem with these filters is that once you've applied a filter to your image data, you're stuck with the results. Which is not necessarily a bad thing if the filter has improved the quality of your grab, but it's a real pain if the quality is degraded.

ProGrab certainly isn't a product that is going to pose any real threat to professional video digitisers like MacroSystems' *V-Lab*. What it does offer, however, is a quick and easy method of obtaining some very good quality grabs at an attractive price.

Although Rombo's entry level digitiser, *VidiAmiga 12 AGA*, is around £30 cheaper than *ProGrab*, comparisons are better drawn with Rombo's more expensive 12 and 24-bit RT digitisers, both of which offer a similar specification. In terms of price, however, neither product comes close – even *VidiAmiga 12RT* costs £70 more than *ProGrab*. But *VidiAmiga 24RT* is more than double the price of *ProGrab*. I reckon Rombo will be rethinking their pricing policy soon...

FUN WITH TELETEXT

Bundled with the *ProGrab* software is a separate utility that claims to transform the digitiser unit into a Teletext adaptor. Unfortunately, due to differences in the way Teletext information is encoded into video signals between different countries, this aspect of the program didn't actually work.

Harwood claim that their engineers are hard at work recoding the Teletext software to cope with the signals transmitted by the BBC and ITV networks so this feature should be fully working by the time you read this.



Once you've found the section of footage that you want to grab using the preview display, clock on to the Rec button which grabs your image into memory.

PROGRAB 24RT

DISTRIBUTOR
Gordon Harwood 0773 836781

PRICE
£129

SYSTEM REQUIREMENTS
1Mb RAM

SPEED ●●●●
Grabbing a frame is very rapid but converting it to full colour takes a little more time.

MANUAL ●●●●
A no-nonsense tome that takes you through the basics without getting too bogged down in detail.

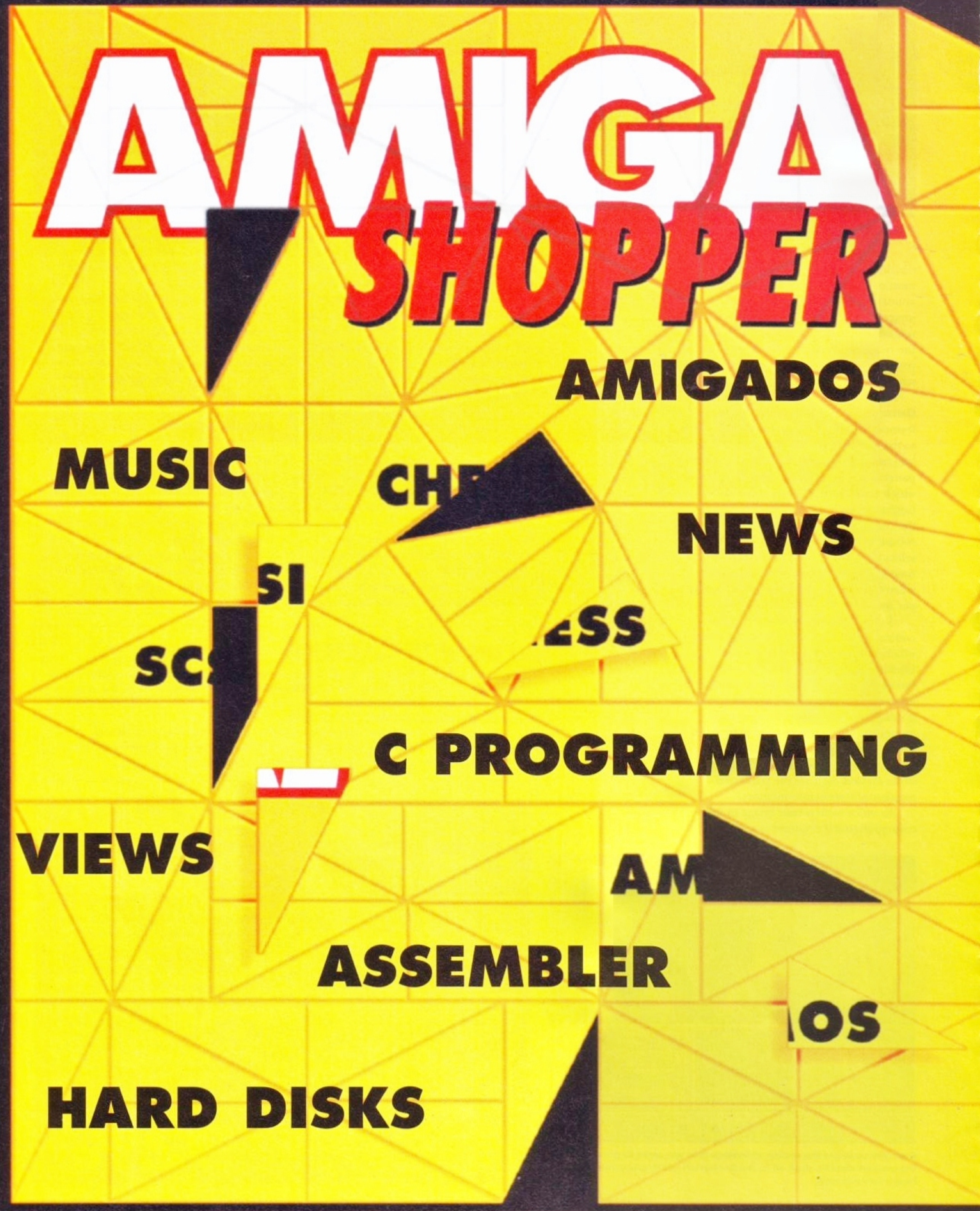
ACCESSIBILITY ●●●●
Grabbing a single frame is not quite as straightforward as it could be.

FEATURES ●●●●●
Apart from the lack of S-VHS support, *ProGrab* is very well endowed.

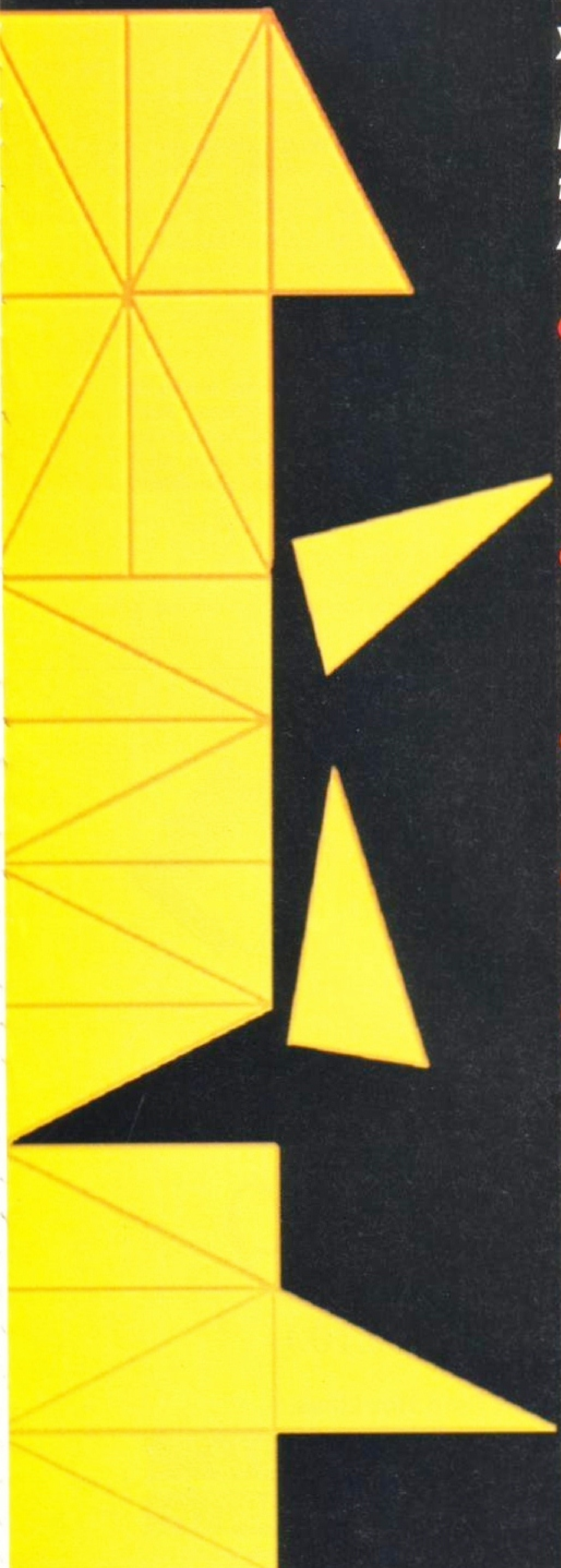
VALUE ●●●●
Costing £70 less than its closest rival, *ProGrab* is an absolute bargain.

"For sheer value for money, ProGrab cannot be beaten."

92%


AMIGA
SHOPPER
AMIGADOS
MUSIC
NEWS
C PROGRAMMING
VIEWS
ASSEMBLER
HARD DISKS

IS YOUR AMIGA FALLING TO PIECES?



Are you having problems completing your Amiga puzzles?

Let us give you those missing pieces to help you get serious with your Amiga.

- **The legendary Amiga Shopper SuperTest reaches Hard Disk Interfaces. Should you go for SCSI-I or SCSI-II? What options are there for the A1200?**
- **Eighteen pages of tutorials on C programming, AMOS, Comms and Music.**
- **A first look at PageStream 3. Has Amiga DTP finally come of age?**
- **Six pages of PD and shareware show you what's hot and what's not.**
- **Our team of Amiga experts solve your Amiga problems in Amiga Answers.**

Amiga Shopper. It's everything you'll ever need to get serious with your Amiga.

On sale
Tuesday 1 November – £2.50

DIGITA INTERNATIONAL

Four packages *One deal*

Create the complete home office with Home Accounts, Day By Day, Mailshot Plus and DGCalc software packages

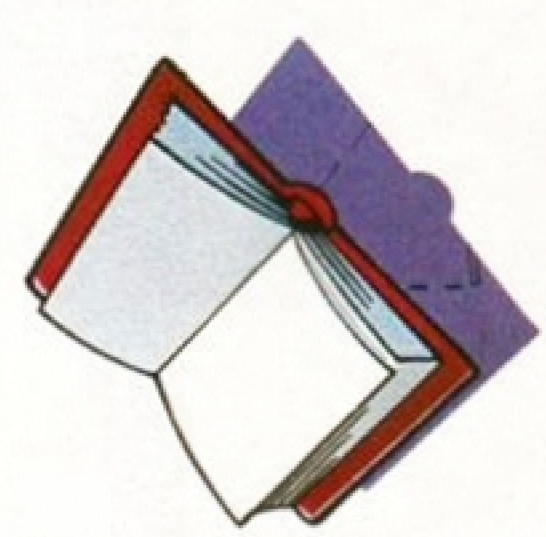
Home Accounting: Keep track of all your finances, income (bank, credit cards, etc) and expenditure (mortgage, gas, etc), with optional budgeting and forecasting. You can even produce your own monthly bank or credit card statements. Once you've used Home Accounts, you'll wonder how you ever managed without it.

Diary: An excellent way to get organised. You'll be reminded of birthdays, appointments, and so on. As with all Digita products, entering information is simplicity itself and, once entered, you can search for keywords or for particular events. Other features include month, week and day planners, automatic reminders for overdue appointments, and much more.

Label Database: If you've ever printed mailing labels, you'll know how fiddly and time-consuming it can be making sure all the labels print correctly. Well now that's a thing of the past. Mailshot Plus actually shows you the labels on screen, so you can type names and addresses in exactly the right place. Also suitable for other labelling tasks including computer disks, video tapes, plants, freezer bags, photographs, and much more.

Spreadsheet: Business users will be familiar with the application of spreadsheets for cash flows and financial modelling. Computers are ideally suited to this form of application and, using this software you can calculate and recalculate entire spreadsheets in seconds.





Special Offer Only

£49.99

Save over £100

Credit Card Hot Lines

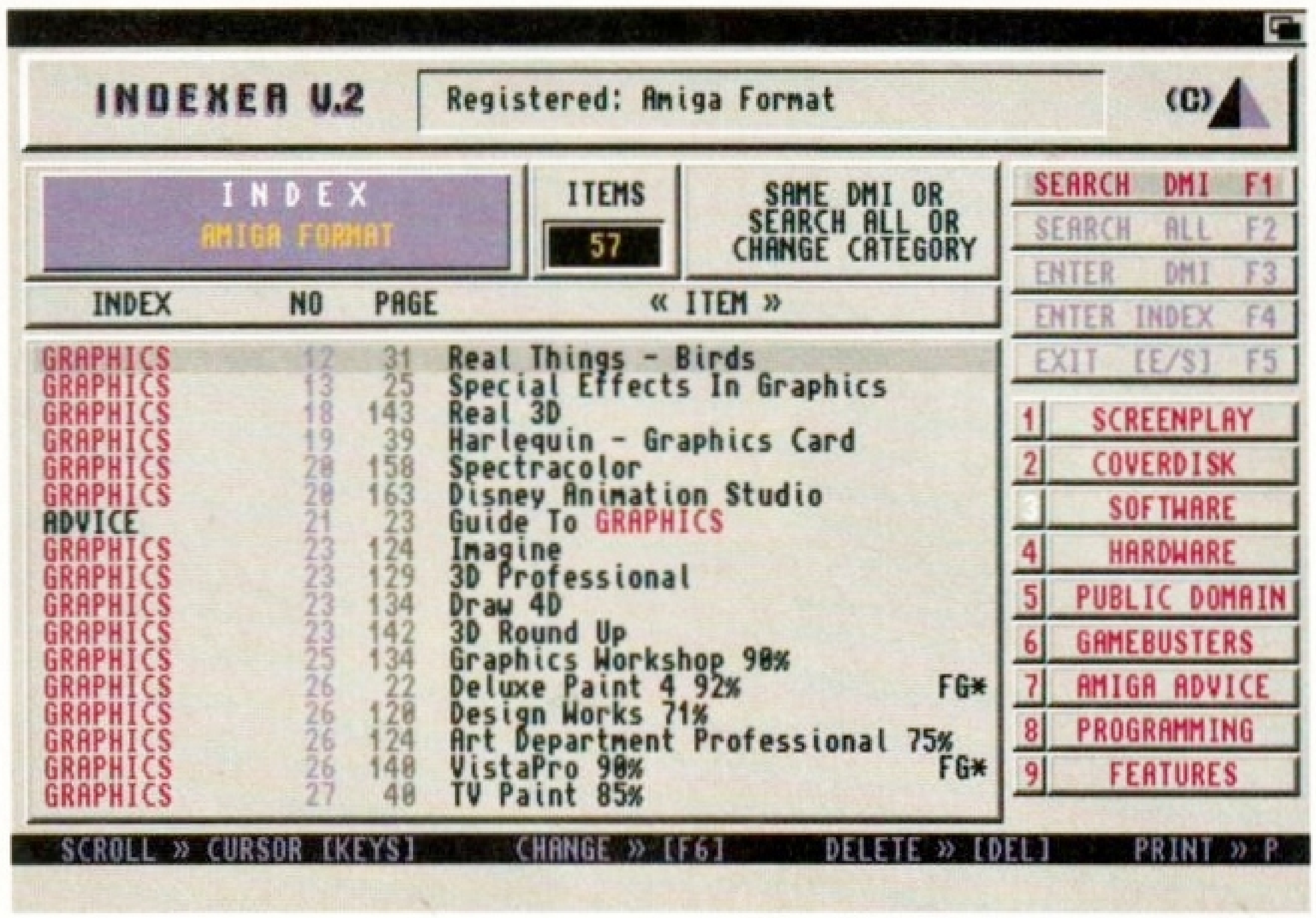
Telephone: **0395 270273**

Facsimile: **0395 268893**

Digita International. Black Horse House, Exmouth, England, EX8 1JL

Indexer V2

Do you often spend hours searching for an elusive magazine article? Angus Neilsen looks at a utility that could make life easier.



If you've got a large collection of written information to manage, *Indexer 2* makes it easy to find exactly the right article.

Databases have become more and more common, but as they have grown in sophistication and complexity, people with little or no computer skills are finding them increasingly difficult to use.

Indexer v2 is a very simple utility. It has one menu, a set of on-screen controls and that's about it. It's not designed to hold detailed records – it's designed for simple lists of collections. So if you enjoy collecting things, you will find this program very useful to keep track of what you've got with the minimum of fuss.

Indexer may sound complicated, but it's no hassle once you sit down and play with it. First, you divide up your main collection into 14 or less fields. These 14 categories are used for all information searches, and collectively the program calls them the DMI – short for Dynamic Menu Index. If you want more than 14 fields, you will need a separate floppy disk.

Each of these 14 indexes covers one main collection subject. Each index is further subdivided into nine smaller categories, so a video index could have a children's category, action/adventure, sci-fi, romance, B-movies and so on.

Nine categories may not sound enough, but each sub category can have up to 54 separate sub-sub indices. The point is that these main nine headings are always displayed on-screen, so the limitation ensures that you organise your indexes properly.

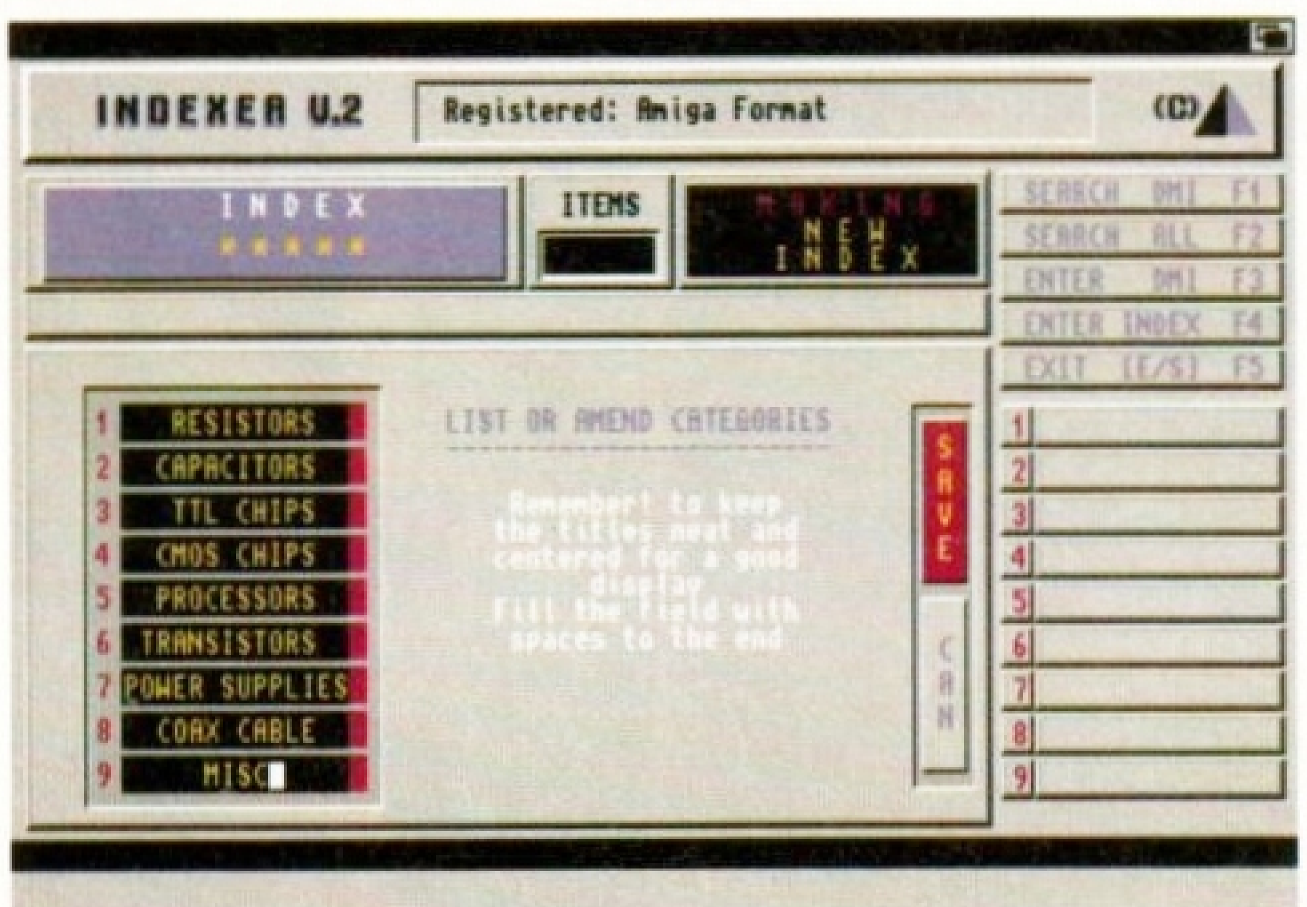
Everything is displayed on one screen and to set up an index you just play around with one menu. The other nine menus are used for selecting one category from the nine which make up the main index. You select Search DMI, click on one of the nine headings, then use the right mouse button to select an index. Once you're at the index, just use the cursor keys to move around.

Included on the *Indexer* disk is an index for *Amiga Format*, showing all the games we've ever reviewed, cheats, hints and all the serious stuff, listed by issue and page number. If you search for a particular name – *Gods*, for example – in just a few seconds you see the game was demoed on the *AF22* Coverdisk, then it was reviewed in Issue 23, and finally the cheats for the game appeared in Issue 28.

Admittedly you do have to spend time actually setting up your indexes, but once that chore is out of the way, *Indexer* is first class at displaying the information you require. The whole emphasis is on making life simple – you don't have to spend hours leafing through a massive manual. The *Indexer* manual consists of six sides of A4. It's included on the disk as well, and contains just about everything you need to know to get started.

There are a few drawbacks to this version of *Indexer*. It only works on Workbench 2 and above. Also, it's limited to about 1,500-2,000 entries per disk. You can put more entries in, but searches start taking a lot longer. It's not easy to browse through an index – it forces you to search through in a methodical way. And £36 is quite expensive compared to Shareware databases like *BuddBase*.

Even considering its shortcomings, *Indexer v2* has one underlying strength – it's almost idiot-proof. If you keep getting hassled to organise your collections, buy this program. It should save you hours in the long run, and as the old saying goes, time is money.



I decided to knock up a quick index for the odd bits of electronics I've gathered over the years. It took just minutes, although detailing which bin everything was in took a lot longer.

INDEXER V2

DISTRIBUTOR
Pyramid Productions,
En Ramounas,
11320 Montferrand, France.
(France) (33) 68 60 12 64

PRICE
£36.00 (300F)

SYSTEM REQUIREMENTS
Workbench 2

SPEED ●●●
Slow while loading or sorting, but speeds up when searching.

MANUAL ●●●●
Clear and concise in content, it just looks scruffy.

ACCESSIBILITY ●●●●
Very easy to get to grips with, because there's not a lot to it.

FEATURES ●●●●●
It only does one job, but does that job very well.

VALUE ●●●●
You can get organised for the cost of a game.

"Typical of a new generation of small, dedicated programs rather than large, all singing and dancing monsters."

74%

Panasonic

NEW

NEW

ANNOUNCING THE NEW PANASONIC KX-P2135

A 24 PIN QUIET COLOUR PRINTER, DESIGNED FOR THOSE WHO NEED LOW COST PROFESSIONAL QUALITY OUTPUT, GIVING ALL YOUR DOCUMENTS AND PRESENTATIONS EYE CATCHING COLOUR. THE NEW KX-P2135 INCORPORATES A 20 PAGE BUILT IN SHEETFEEDER, A FLAT BELT PUSH TRACTOR FEED TO FACILITATE EASY LOADING. TOGETHER WITH A NOISE LEVEL OF ONLY 46.5DBA (43.5DBA IN SUPER QUIET MODE)

Option 1

Panasonic KX - P2135

* KX-P2135 24 pin colour printer WITH A BUILT IN 20 PAGE SHEETFEEDER

FREE
* Mouse House
* Mouse Mat
* Wordworth Word Processing Software

£184.99



SPECIFICATION:
* 24 - pin Quiet colour Dot Matrix
* Quiet Printing 46.5 dBa - 43.5 dBa Super Quiet Mode
* Multiple font capabilities including 3 draft and 7 letter quality
* Push tractor feed
* Top and rear paper paths
* 7 Colour printing
* 250 cps Draft Micron, 83 cps LQ
* 1 Year Warranty

Option 2

Panasonic KX - P2135

* KX-P2135 24 pin colour printer WITH A BUILT IN 20 PAGE SHEETFEEDER

FREE
* 2pc printer stand
* 500 A4 sheets of paper
* Cable

£184.99

Panasonic KX - P4400 & KX - P4401

New KXP4400 Ultra - Compact LED Page Printer, the printer that fits virtually anywhere. Ultra small footprint (12.7cm x 38.8cm x 29.4cm ex trays) At under 6.5 kg this printre travels with you. They also feature energy efficient power save.

Page Printer standard Specification
* 4 pages per minute of laser quality output
* 100 sheet, multi purpose paper tray (A4, letter, legal and executive)
* 1 Mb Ram expandable to 5 Mb
* 1600 copies per toner.
* 1 Year On Site Warranty

WAS ~~£587~~ **£449.99**

Additional spec for KX - P4400
* 28 Bitmapped fonts * HP Laserjet IIP



NEW

Panasonic KX - P4401

KX - P4401 LED Page printer also available. Specification as above plus * 8 Scalable, 28 bitmapped fonts * HP Laserjet III, HP PCL 5 **£495.99**

Panasonic KX - P2023



* Quiet printing	46.5 dBa standard mode. 43.5 dBa super quiet mode
* Fast Printing Speeds	192 CPS draft, 64 CPS LQ
* 4 Resident Fonts	Courier, Prestige, Bold PS and Script
* 2 Paper Paths	Top and Rear
* 1 year Warranty	for total peace of mind

WAS ~~£217.00~~ **£144.99**

Recently reviewed by Amiga Format "A fine 24-pin dot matrix printer at a reasonable price.

Buy from INDI AND SAVE OVER £72

Printer Accessories

1) Printer Dust Cover
Specially tailored quality dust cover for the Panasonic KX-2123 printer
INDI PRICE £8.99
2) Printer Stand
-2 Piece printer stand
INDI PRICE £9.99
3) Paper Pack
-500 sheets of quality A4 paper
INDI PRICE £9.99
4) Continuous Paper
-2000 sheets 1 part listing paper
INDI PRICE £19.99
5) Parallel Printer Cable
-To be used when connecting Amiga to Panasonic printers
INDI PRICE £8.99
6) Panasonic Colour Ribbon
-Colour ribbon for KX-P2123
INDI PRICE £12.99
7) Panasonic Black Ribbon
-Black ribbon for KX-P2123
INDI PRICE £6.99

Panasonic KX - P1150



NEW

This quality 9-pin mono dot matrix printer represents excellent value for money.

* 9 - pin narrow carriage
* 7 Fonts
* 240CPS, 38 CPS NLQ
* 1 Year Warranty
* Paper parking

WAS ~~£163~~ **£114.99** SAVE £48

Panasonic KX-P4430 Laser Printing



* 8 scalable fonts. 28 bitmap fonts
* Optional 2nd input bin (total printer capacity 2X 200 sheets)
* Optional memory expansion to 5Mb (1Mb as standard)

SPECIFICATION
* Satinprint (optimum resolution technology)
* 5 pages per minute
* HP laserjet III emulation, PCL 5

£649.99

Panasonic 2 YEAR ON-SITE WARRANTY

WORDWORTH SOFTWARE COMPLETELY FREE WITH KX - P 4430

Indi Direct Mail Customer Charter

INDI DIRECT MAIL is original and very exciting. Before you buy mail order you must first be confident that you will receive the product you've ordered and that the supplier will still be there in the future, should you need them.
A mail order purchase from **INDI** is a safe and secure decision and here's why. Indi is a wholly owned subsidiary of a public company now in its eleventh year of trading and specialising in the supply of computer products.
With a group turnover approaching £30 million per annum, **INDI** have the resources and the purchasing power to offer you the best deals, deliver them next day nationwide and always be around when you need us.

YOURS FOR 6 MONTHS THEN PAY TODAYS RETAIL PRICE.
NO INTEREST CHARGES, NO DEPOSIT,
NO STRINGS ATTACHED

SUBJECT TO STATUS

INDI DIRECT MAIL recognises all Trade Marks and Copyrights All prices are correct at time of going to press. E & OE.

EXPORT NUMBERS
TEL: (44)543 419999
FAX: (44)543 418079

INDI DIRECT MAIL
1 RINGWAY INDUSTRIAL ESTATE,
EASTERN AVENUE,
LICHFIELD STAFFS. WS13 7SF

PLEASE ENCLOSE £5 FOR SECURICOR DELIVERY
Please send 1)..
2)..
3)..
Price........................ + Delivery

AF1194

I enclose cheque/ PO for £............or charge my Access / Visa
No........................Expiry...../...../......Signature........................
Name..
Address..
....
....
Postcode..Daytime Tel........................

TEL: 0543 419 999 FAX: 418 079

Buy Today Pay In 6 Months

* No Deposit * No Interest Charges
* No Strings Attached * Subject to Status



Frontier Innovations Pack

Comes complete with
* Amiga 1200 * Frontier Elite II
* Batman Returns
* Wordworth AGA
* Print Manager
* Personal Paint V4
* Day by Day
* Total Carnage
* Brian the Lion
* Zool 2

£329.99

A1200 Hard Drive Options

130 Mb Hard Drive Pack £519.99 — 170 Mb Hard Drive Pack £579.99

12 Months At Home Warranty from ICL

Commodore 601

Trapdoor upgrade for the Amiga 600, 512K. INDI PRICE £19.99

Do You Own An Amiga A1500 / A2000 / A3000 Or A4000

2091 SCSI Controller Card

* 6.6 Roms for use in the A4000
* Upto 2Mb of 16 bit dips can be fitted
* Any 3.5" SCSI Hard Drive can be fitted
* Install software for SCSI Hard Drive

Any other standard SCSI device can be added
* Tape streamer
* SCSI Scanner
* External Hard Drive

£69.99

Scoop Purchase

Top Quality 100% Error Free

BULK DISKS

50 Disk Pack £12.99

Disk Labels 500 Pack £4.99

New Low Price IDE Internal Hard Drives

Indi can now offer top quality 2.5" Internal Hard Drives for the Amiga 600 and 1200 at unbeatable prices. All drives come complete with cable and installation software.

130Mb 2.5" Internal HD's	£214.99
170Mb 2.5" Internal HD's	£249.99

Last Chance — MBX 1230 XA 50 MHz — 50 MHz 68030 & MMU

* Allows your A1200 to run 1.52 times faster than a A4000 / 030
* Easy trap door installation (No soldering required)
* Fast RAM upgradable to 128 Mb (72 pin 32 bit)
* On board battery backed clock
* Does not interfere with PCMCIA port

50mhz	£199.99
50mhz +50mhz FPU	£229.99

Amiga Replacement Floppy Drives

Amiga 500 / 500+
Amiga 600 / 1200

£34.99

Rombo Audio Visual Products

Megamix. Low cost, hi spec digital effects cartridge plugs into the printer port of the Amiga. Allows stereo sampling from almost any musical source. INDI PRICE £26.99

Take Two. Animation package is a must for computer artists and enthusiasts of all ages. As used in Rolf Harris Cartoon Club. INDI PRICE £34.99

Vidi Amiga 12. The ultimate low cost colour digitiser for the Amiga. "the best value full colour digitiser on the market".- Amiga Format. INDI PRICE £69.99

Rombo Vidi Amiga 12 (RT)
Based on the best selling Vidi Amiga 12. This all new version offers real time colour capture from any video source. Full AGA chipset support as standard for all A1200/A4000.
INDI PRICE £129.99

Rombo Vidi Amiga 24 (RT) Plus FREE Power Supply
For the more serious user, this 24 - bit version will again capture from any video source with true photo realistic images! A staggering 16.8 million colours can be utilised with incredible results. Full AGA chipset support.
INDI PRICE £219.99

Opal Vision Mainboard

The Opal Vision Mainboard includes Opal Paint, Opal Animate, Opal Presents and Opal Hotkey.

The best selliing "Real Time" professional Video Titling software.

For a limited period from 10 April until 30 June we will be giving away a FREE copy of Montage 24 worth 300 U.S Dollars. Montage 24 features Real Time font scaling, embossing and shadowing, colour spreads and transparency effects with an effective resolution of 1 nanosecond. Its many image processing capabilities include translucency blending, image compositing and beveled boxes. Now you can enjoy the benefits of the ultimate in high quality 24 - bit titling for OpalVision and the Amiga.

Limited Offer

£349.99

AlfaScan - Plus 256 Greyscale & Alfa Colour 256K Colour Hand Scanner

This Superb A4 Amiga Scanner voted "Amiga Shopper Best Buy", arrives complete with Merge IT and Micrograph OCR Software. Merge IT allows the simple, quick merging of two on-screen images and Micrograph OCR turns your Amiga into an efficient text reading system.Amiga 500/500 plus /A600 /A1200 /A1500 /2000 /3000 /4000
* Minimum 1Mb memory * Minimum 2Mb memory & a Hard Disk to run OCR option.
* Kickstart, Workbench V1.2 or higher.

Alphascan plus 256 Greyscale	Alpha Colour with 256 Colour Handscanner Plus power supply
£129.99	£329.99

Complete with OCR Software
Optical Character recognition allows you to edit Scanned Documents. Perfect for Word Processing Applications

Amiga CD32

Once again Indi bring you the best deal in town with a full **£70** off the fabulous SPECTACULAR CD32 Voyage Pack. Why so generous? It's simple. The more **CD32** we sell the more software you will buy and at **Indi Prices** who could blame you.

Amiga CD32 Comes with 2 Great Games Microcosm and Chaos Engine and whilst stocks last Oscar, Diggers and Wing Commander. CD32 will play your favourite Music CD's

~~£299.99~~ Commodore List Price

£229.99

PACE MODEMS The No. 1 in Telecoms

The MICROLIN FX.
Everything you need in a Fax Modem.
* Simple to set up and use
* Universally compatible
* 100% accurate data and Image transmission

£169.99

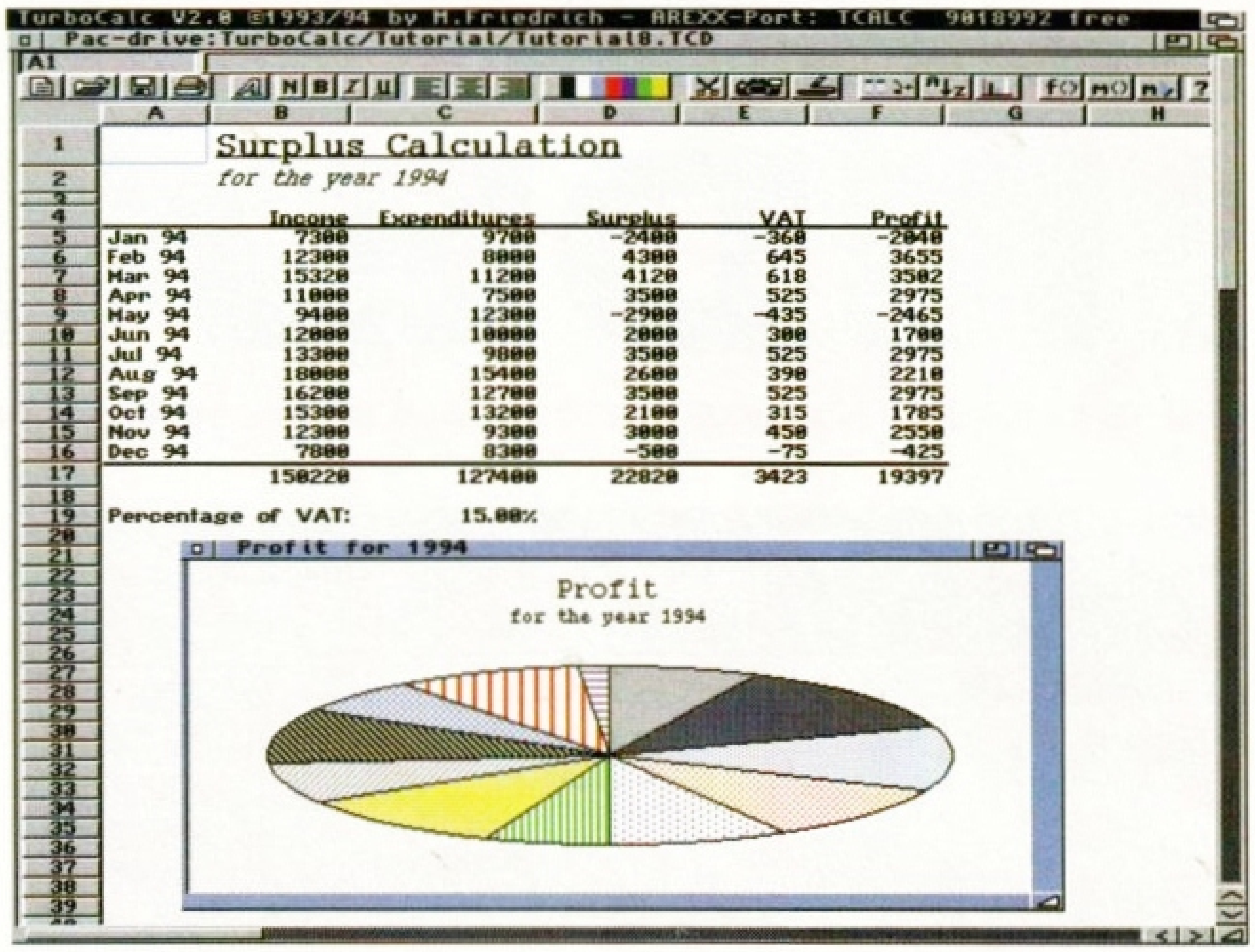
The MICROLIN FX 32 PLUS
The high powered performer. * High Speed Group 3 14400 bps and 9600 bps fax facility transferring an A4 page in seconds. * V.42 / V.42bis error correction and data compression, a great money save when you have volumes of data to transmit.

£269.99

Complete with Gift-Ware Telecom Software suitable for all Amigas (Except A500)

BUY NOW PAY IN 6 MONTHS INDI TEL 0543 419 999 FAX 0543 418079

Angus Nielsen takes a look at a spreadsheet program that would be ideal for use in a small business.



The main use of *TurboCalc* is to take in tables of data and present information from that data in a graphical form. The data can then be printed out via a graphics printer.

TurboCalc V2

TurboCalc has been available in Germany for some time and version 2 was released there last year. The best spreadsheet program you can get for the Amiga is *ProCalc* from Gold Disk, who won't be developing any further versions. But development for *TurboCalc* is continuing.

TurboCalc was written to take advantage of Workbench 2 but it still runs on 1.3 Amigas. The toolbar is stuffed with gadgets and menu options, but all the graphical stuff is only there to make it easier to start – if you want to work fast, use the keyboard.

The step-by-step tutorial included in the manual makes getting started easy for people new to spreadsheets. However, it does eventually dump you in the deep end.

The maximum sheet size is 699x 999,999 cells, although to have a spreadsheet using every possible cell would need a huge amount of memory – I wouldn't recommend *TurboCalc* for large projects because that isn't its main strength. The good part of *TurboCalc* is that it offers flexible editing and printing options. It comes into its own when producing small, well-presented spreadsheets.

Unfortunately, *TurboCalc* is a bit buggy. The spreadsheet half of it is fine, but the features you only use occasionally haven't been tested properly. I asked for a display with 16 bitplanes (very dumb) and was thrown back out to the Workbench screen. It takes time to appreciate what *TurboCalc*'s sensitive points are, and not do silly things.

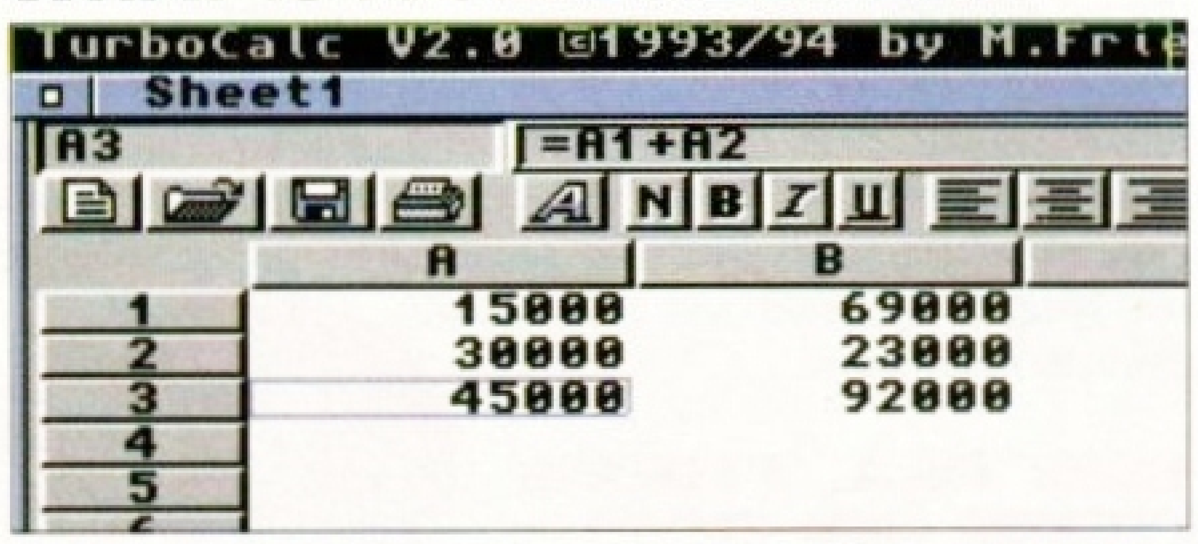
This is partly due to the complexity of *TurboCalc*, which offers extensive *ARexx* and macro support. The manual has 90 pages explaining *TurboCalc*'s *ARexx* functions – they allow you to write *ARexx* scripts which can automate many of *TurboCalc*'s more complicated functions.

TurboCalc can import files from *ProCalc* in SYLK format (a general interchange format for spreadsheets) or CSV – Comma Separated Values. Total import compatibility is not guaranteed – you can import raw data and basic cell calculations, but a lot of formatting instructions do not translate properly from other systems. *TurboCalc* can also write in SYLK and CSV, but you can't export in *ProCalc* format.

Where *TurboCalc* scores heavily is in presentation. It can use CompuGraphic fonts and most of the tweaking functions – such as justification, prefixes and suffixes for different currencies and typestyles – are on the toolbar. It also has good database facilities: it's easy to drag a block of data from cells and set up a database from them. If you want to be smart, you can set up sheets as operator-only, so input is limited to a specific number of cells.

TurboCalc isn't a great program, but considering what you get for your money, it's a bargain and is ideal for small business use.

WHAT IS A SPREADSHEET?



In this example, cell A3 contains a formula to add together cells A1 and A2. Simple stuff.

Spreadsheets are computer programs which let you manipulate huge grids. Each box (or cell) in the grid can include a number, an equation which manipulates the contents of other cells, or a piece of text to help explain what the numbers are.

The everyday tool of accountants, the main use of spreadsheets is for keeping track of money. They are used to gain important information from large wads of data, like how much money you're making. Or, more typically, losing.

TURBOCALC V2

DISTRIBUTOR
Power Computing
0234 273000

PRICE
£59.99

SYSTEM REQUIREMENTS
Workbench 1.3 up, 1Mb

SPEED ●●●●●
Quite zippy without interlace, but I would recommend a 68030 processor for interlace work.

MANUAL ●●●●
It's very wordy and jumps about, but the index is comprehensive so it's pretty good.

ACCESSIBILITY ●●●●●
Very nice front end – encourages you to play with it and learn.

FEATURES ●●●
Good, but no AGA 256-colour support, which limits the diagram and chart potential to 16 colours.

VALUE ●●●●●
Good value for occasional and educational use.

"A spreadsheet that's fast and as simple or clever as you want it to be."

84%

Put your life in order with the full family

INDEXER

Special price for Amiga Format readers **£21.99**

PYRAMID MAKES YOUR AMIGA WORK FOR YOU!



TAKE ADVANTAGE OF this incredible never-to-be-repeated offer (**RRP £36.99**) to organise all those personal items in the home that you need to list; categorise and find instantly.

Use *Indexer* to compile a database of your albums, disks, CDs, stamps, recipes, news items, magazines, videos, books, historical references, chemical formulae, labels, gardening planning, photos, household insurance items, knitting and sewing patterns... The list is only limited by your own needs and ingenuity.

Version 2 of *Indexer* offers even more facilities: installation on to a hard disk, the ability to delete a dynamic index, the facility to put the DMI in alphabetical order, as well as many other functions.

A PYRAMID PRODUCTION

AMIGA FORMAT INDEXER

WHAT INDEXER USERS SAY:

“ I was awestruck. At last someone speaks my language. ”

“ It's an excellent program: just what the doctor ordered. ”

“ I am enclosing more than your asking price – people like you should be given an incentive. I shall be telling all my friends about this. ”

“ The documentation was concise, amusing and intelligent... I was totally impressed with the ease of use.”

“ It just told me what I asked, amazing! No complicated search patterns. ”

“ I was delighted with *Indexer*... Now I am looking forward to the release of your other programs, which I'm sure will be of the same high quality. ”

“ It must be one of the best programs of its kind I have seen. It's so user-friendly. ”

“ Your program works wonderfully and I will spend many a happy hour logging information. ”

**ORDERS TO: PYRAMID PRODUCTIONS,
EN RAMOUNAS,11320 MONTFERRAND,
FRANCE.
PHONE: 010 33 6860 1264**

Order both *Indexer* and *Magic Numbers* for only £30

Please send me	(Price)	(Tick)
Indexer.V2	£21.99	☐
Magic Numbers	£9.99	☐
Indexer.V2 & Magic Numbers	£30.00	☐

Name ______________________________

Address ______________________________

____

Post code ______________ **Tel no** ______________

Method of payment: Access ☐ Visa ☐ Cheque ☐

Total amount payable: £ ______________

Credit card no.

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry Date ______________ **Signature** ______________

Please make cheques payable to Pyramid Productions (UK or Euro cheques OR other currency in UK equivalent.)

Amaze your friends with

MAGIC NUMBERS

using the intuition of your Amiga.

WITH MAGIC NUMBERS you can read your friends' minds, do the Magic Nine trick, pick the football results, play Pontoon, roll dice, call the Bingo sessions, pick a winning horse, pick lucky numbers for raffles, check your biorhythms, practice the art of numerology by using numbers to predict what the future holds for yourself and your friends; and much, much more.

First Issue **£9.99**

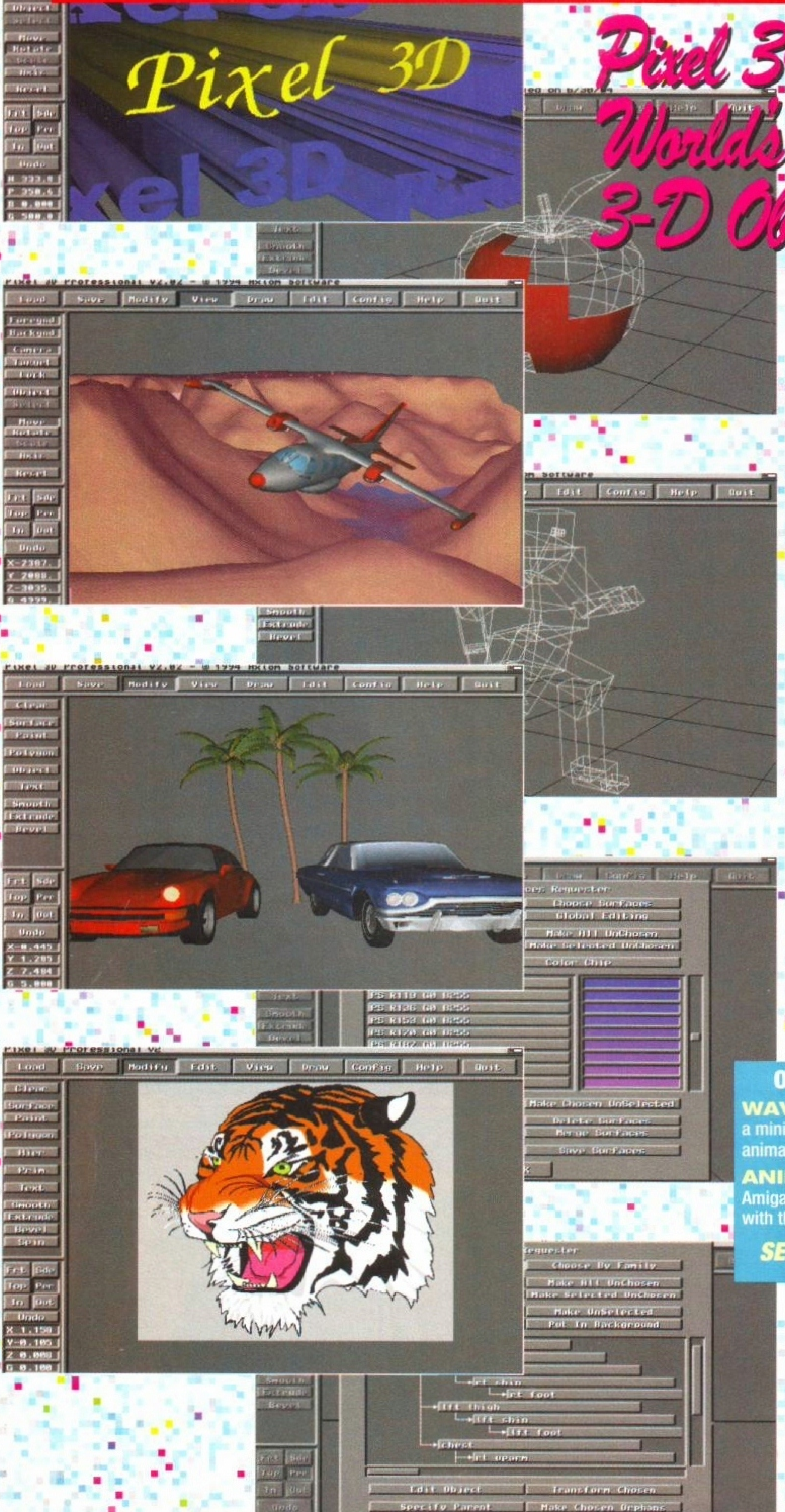
FIND ALL THESE ITEMS ON ONE FUN-PACKED PROGRAM

Magic Numbers 1 is the first in a series of disks consisting of a compendium of games, trivia and esoteric items which depend on the chaotic patterns found in nature and on formulae created by random mathematical projections.

Magic Numbers 1 is also an ideal tool for fund-raising at school fetes and charity bazaars, for example, and it can easily be set up on stalls to attract punters.

If you are interested in the esoteric, the editors of *Magic Numbers* are undertaking serious life-pattern studies into the paradigm of numbers. We would like you to participate in a data bank and welcome suggestions for inclusion in future editions.

Master the World of Your Imagination!



Pixel 3•D—The World's Most Powerful 3-D Object Utility!

Load the new PixPro2 upgrade into your Amiga, and say good-bye to your other programs — because you may not see them for a while! You won't want to!

You'll be hooked by the magic Pixel 3-D — by what you can do; by how you can easily convert your files between Imagine®, LightWave®, 3D Studio and 13 other popular formats; by how you can render, animate and paint as never before.

Thanks to AMIGA FORMAT, many of you now have Version 1 of Pixel 3-D in your computers. And thousands of users have told us what a great program it is. But the brand-new Version 2, available now from the mail order section of this issue, offers many more exciting and powerful features:

- Real-time 3-D point editing.
- Real-time 3-D polygon painting.
- Load and convert objects and hierarchies between LightWave Scenes, Imagine, 3-D Studio and 13 more.
- Bitmap conversion and smoothing, using new advanced AI technology — making it much easier to use!
- Load and convert ANY PostScript® font OR FILE in color!
- Vastly-improved DXF Auto-CAD conversion — absolutely the best available anywhere!
- Full PAL-AGA support, new interface, new requesters, full AREXX, and much more!

Let your imagination take control, and discover the exciting world of 3-D right within your Amiga! Order the new PixPro2 today!

OTHER EXCITING PRODUCTS FROM AXIOM:

WAVELINK: All the necessary software and cables to create a mini-network between two machines. Render LightWave animations twice as fast! "Excellent reviews!"

ANIM WORKSHOP: Freely manipulate and process any Amiga animation — add sound, edit frames, and batch process with the click of a mouse! "Best in the market! Excellent reviews!"

SEE YOUR DEALER FOR MORE INFORMATION!

Imagine More. Pixel 3•D.

AXIOM SOFTWARE

1526 122nd Street, Burnsville, Minnesota 55337 USA
Phone: (612) 894-0596 Facsimile: (612) 894-1127

SYSTEM REQUIREMENTS: Workbench version 2.0 or higher. 2Mbytes of chip or fast RAM recommended. PAL compatible.



Picture Perfect

Graeme Sandiford rates and reviews three commercial image processors and picks the top four PD programs which can help you alter your images.

The difference between reality and perceived-reality can be deceptively large. Today's computers make short work of deceiving the human mind – fooling it into believing an artificial sound or image is real. Modern computer imaging techniques are especially impressive, with the right hardware and software, you can alter the appearance of an image drastically. Such is the level of sophistication, that you can make

Continued overleaf ➡

alterations and modifications without anyone ever noticing.

More often than not, the people behind the adverts we see each day on TV use these same tools to do the exact opposite – they change normal, everyday images into something unusual or humorous, in the hope that these antics are enough to convince us to buy their products. Without a doubt, the impact that images can create is a very strong one.

The same technology is available to Amiga users. Armed with just an Amiga, the right software and a modicum of talent it's possible to produce truly stunning images. As you've probably got an Amiga already and there's very little we can do about talent, this article will help you decide which of the Amiga's excellent image processing packages is the best for your needs.

We'll take a look at three commercial packages – *ADPro 2.5*, *ImageFX 1.5* and *Personal Paint 4*. And to prove that you don't have to spend a small fortune to get good results, we'll also take a look at the best Public Domain image processors.

However, you should be warned that while these packages can make creating good images easier, like any powerful software, they require a substantial amount of memory to run. The more memory you have on your machine the more you can do with these programs (the image on the opening page of this piece was created on an Amiga with 18Mb of memory). But what can an image processor do for you?

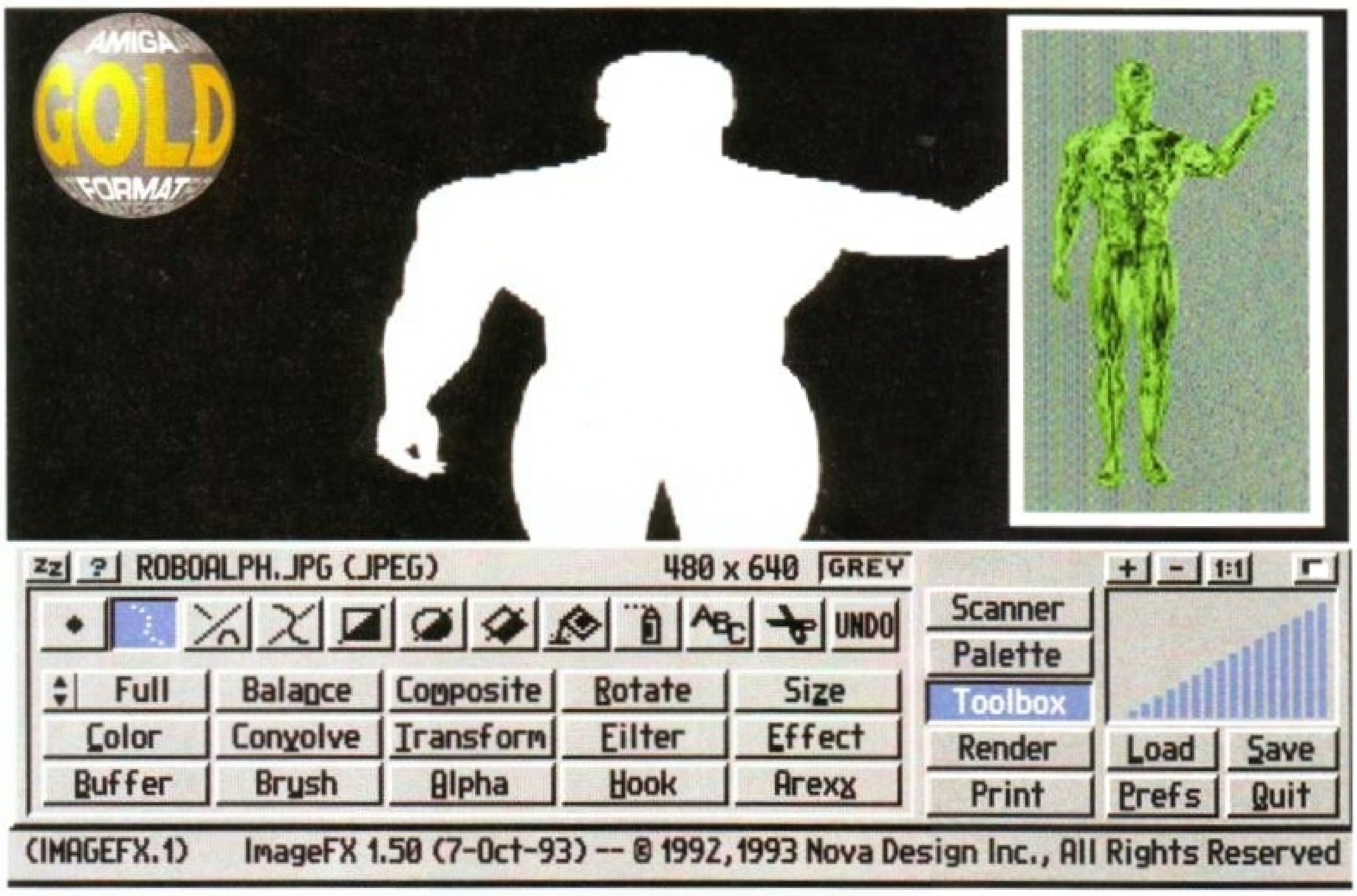
Image processors are great for creating composite images – an image that combines two or more images into a new one that contains elements of the others. This technique is a great way of creating unusual or even surreal images and is probably the main area in which computer image processing has advantages over more traditional methods.

Image processing's potential goes beyond simple compositions. You can create totally new looks and effects that are not possible in the real world, by using mathematical filters and matrices. Almost as a by-product, image processors tend to be able to save images in several different file formats and can therefore also be used as file converters.

Image processors have yet another use – they can enhance images. If you have access to a scanner you can easily improve existing pictures by sharpening them up using filters. With an image processor an an Amiga your imagnation can run riot. Let's take a look at the best commercial and PD programs available

ImageFX 1.5

£179 ■ Silica ■ 081-309 1111



Here's *ImageFX* in action. The greyscale image is an Alpha channel produced by *Lightwave 3.5*. The Alpha channel was used to smoothly composite the figure (inset) with the picture of London shown on the first page.

The *ImageFX* program, unlike *AdPro*, sports an almost paint package-like front-end which is similar to *PhotoShop* on the Mac, but thankfully, a lot cheaper. This interface is a plus, because it provides easy access to features without obscuring the image you are working on too much.

All of the program's tools are represented by icons on a control panel which can be toggled on and off with the right mouse button. It can also be interlaced to enable you to see more of the screen. The screen that you work on is actually a preview of the 'real' image. There's no need to feel cheated though, the program works on 24-bit image data (like *ADPro)*, but you can take advantage of true-colour images without an external display device.

This means you don't have to worry about the number of colours you use and you can add as many brushes as you like with different colour palettes. To view the image as it will finally appear, you need to render it. It doesn't take as long as a ray-tracer because *ImageFX* converts the image down to whatever depth your machine can support. Unfortunately, the conversions to AGA 256-colour mode are far from impressive – *ADPro*, *Personal Paint* and *DPaint*, do a better job. There's also no support for HAM8 displays or file-saving. However, *Viewtek* is supplied and can be used to convert images to HAM8.

As well as looking like a paint package, *ImageFX* has many of the tools you would associate with that type of program. It has the usual Drawing and Fill tools and one of the sexiest airbrushes around. When it comes to file formats *ImageFX* matches *ADPro* and just about comes out top. Like *ADPro*, it takes a modular approach to loader and saver files. A PD PhotoCD is now also available – see the boxout on PhotoCD on page 120. The battle between Operators (or Convolutions) is also quite close. But *ImageFX*'s custom filter and ability to apply operations to limited regions tip the scales in its favour.

However, where *ADPro*'s butt gets a kicking is in the selection department. *ImageFX* can select, and then operate exclusively, any part of the buffer using several methods. You can select by using the Fill tool – great for irregular shapes – the Polygon tool can select areas by drawing a continuous line and you can even select an area using the Freehand tool. The cut and paste options are just as comprehensive.

ImageFX is the best image processing package on the market – it's powerful, expandable, infinitely controllable and intuitive.

FILTERS ●●●●●
ImageFX comes with a wealth of filters and hooks that can produce incredible effects.

SPEED ●●●●●
While not that much faster than *ADPro* on most operations, its Preview mode means you can work quickly.

MANUAL ●●●●
Although it's easy to follow, it could explain some areas in a bit more in depth.

FEATURES ●●●●●
As many different functions as you could wish for.

VALUE ●●●●●
This program is great value considering its powerful and controllable tools.

"Move over *ADPro*, ImageFX is now definitely the best Amiga image processor."

94%



The purple area of this image has been changed to aid composition. When composited with another image this area becomes transparent.

ADPro 2.5

£103.70 ■ Meridian Software Distribution ■ 081-543 3500



A SDG's *Art Department Professional,* has been the favourite son of the Amiga's image processing world for some years now. However, recently it has encountered some serious competition, particularly in the shape of *ImageFX*.

If you are used to a paint package interface, then you'll find *ADPro*'s interface completely foreign. It offers the greatest contrast of the programs reviewed between image processors and paint packages and makes no pretence of being anything other than it is – an image processor.

Yet, once you become familiar with its way of working you'll find a host of powerful features. It is also one of the most adaptable image processors. The interface is actually quite simple, consisting of several panels. The main panel is used for general functions such as opening, saving and rendering files and it also displays information about the buffer that is being worked on as well as the rendering screen.

The program's other functions can also be accessed by opening lists and you can open the Loader or Saver lists when you wish to open or save a file of a particular format. One of *ADPro's* strong points is the number of file formats it can load and save. Three of the Loaders merit special mention. The Backdrop Loader can create background patterns from a maximum of four colours. The Backline Loader produces a similar effect, using lines. The program can now load *Fractal 2000* images directly.

One of *ADPro*'s best new abilities is its control over compositing images. When loading images you can choose to replace the existing buffer or composite the new with the old. Using the composite option you have extensive control over where the images are placed, the degree they are mixed and their transparency. The transparency controls can use any colour – or range of colours – you wish, or even an Alpha Channel.

ADPro has a powerful range of Operators that alter and even enhance an image. These, as well as the loaders, are in a modular form so you can add to the range of functions and file formats that are supplied.

ADPro has certainly been revamped and beefed up and the wide variety of graphics tools that are compatible with it help ensure that it remains a popular program.

FILTERS ●●●●
ADPro filters have always been its strong point and now it has even more.

SPEED ●●●●●
This program is no slouch, although like most image processors it really needs a fast machine.

MANUAL ●●●●●
The manual is lucid and has some good tutorials and demonstration images.

FEATURES ●●●●
While there is no lack of features it lacks *ImageFX*'s degree of control.

VALUE ●●●●●
Although it's not exactly cheap its functions justify its price.

"Although ADPro has been relegated to second place, it's still incredibly powerful."

90%

Personal Paint

£69.95 ■ Ramiga ■ 0690 770304

Y ou are probably wondering what on earth *Personal Paint* is doing in an image processor round-up? Well, the fact of the matter is that although it's primarily a paint package, it actually has some image processing capabilities.

As you would expect, *Personal Paint* has a paint program-like interface. It's very similar in layout to *DPaint* and has all the usual painting and drawing tools. But unlike other paint packages it can apply filters using its image processing tool. If you select the image format option on the Project menu you can perform a number of operations on the whole image.

You can also perform operations on a limited region by simply clicking on the Limited Region tool – clicking on its icon more than once changes the mode of operation. You can process an area as defined using the Marque mode – drawing a square around an area. The Freehand mode is useful for creating irregularly shaped areas. The Final mode uses the current brush as a template, which can produce some very interesting effects.

Personal Paint is also great at adjusting colour ranges. You can alter a picture's palette by changing its colour, contrast, brightness and RGB values. It can also reduce the number of different colours that the image uses, and does it very well. Although it can load 24-bit images, *PPaint* doesn't do it internally with 24-bits and its file format support is limited compared to *ADPro* and *ImageFX* – it can only save files as IFF, GIF, PCX or as C source code.

Despite its limitations, *Personal Paint* can still be used effectively as a budget image processor.



This Boticelli has been given an ethereal appearance by applying two filters to a limited region. The filters were Embossed, top-left and Negative, bottom-right.

FILTERS ●●●●
Personal Paint has some very good filters and its custom filter can be used to create your own.

SPEED ●●●
Unfortunately, *Personal Paint* is not in the same league as the others when it comes to speed.

MANUAL ●●●
A little vague and could do with some good tutorials.

FEATURES ●●●●
Excellent for a paint package, average for an image processor.

VALUE ●●●●●
Not as powerful, but cheaper than either *ADPro* or *ImageFX*.

"It's primarily a paint package, but PPaint still sports some excellent tools."

80%

BlackBoard v3

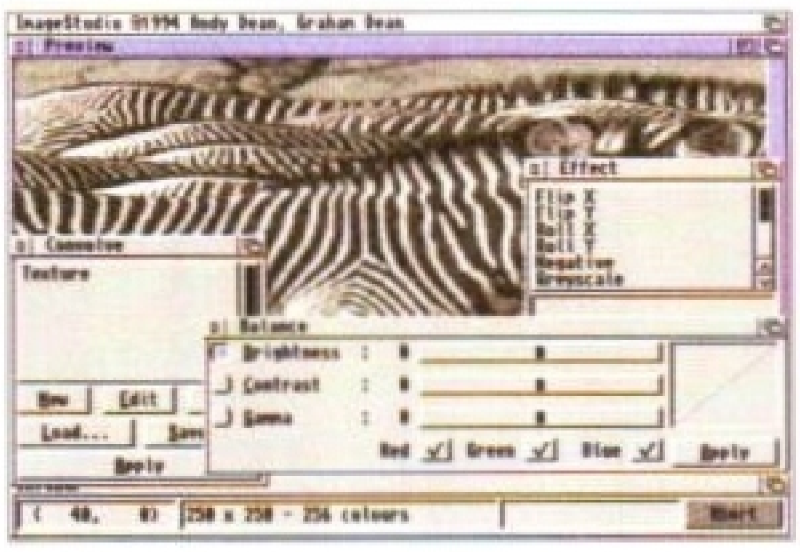


BlackBoard started life as a PD program, but has recently been upgraded to version 3 and become Licenceware. Like its commercial counterparts, *BlackBoard v3* takes a modular approach to adding filters and functions. Almost every function is loaded as a separate module and guidelines are provided so programmers can create their own modules.

The program comes with a surprising number of functions. It can perform most of the common convolutions such as embossing effects and pixelation. However, it even has its own morphing package as well as independent bulging and warping modules. In the PD world *BlackBoard* is the premiere image processing program.

90%

ImageStudio 1.01



ImageStudio 1.01 is the new kid on the PD image processing block. It's a Shareware package that seems to have been heavily influenced by *ADPro 2.5*. Its interface comprises several windows, one for a Preview of the image being operated on, one for the available Convolutions and another for the built-in Effects such as negative. It also has a window for controlling the image's Balances. These include Brightness, Contrast and Gamma. For each of them you can choose which of the RGB channels are affected. You can also create your own custom Convolutions. It's a promising package which is just pushed into second place by *BlackBoard*.

88%

Digital Illusions

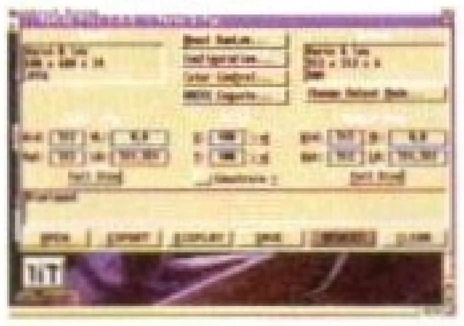


Digital Illusions is another old-timer, although not quite as long in the tooth as *HAMLab*. It takes the same button bank approach, with buttons for the various image operators and functions.

Its image operators include scaling and cropping options. It can also flip and rotate images and adjust their brightness and has a number of interesting filters such as spiral effects and starbursts. Surprisingly it has an animation editor too, which, although relatively simple is useful. However, the program is badly let down by its old-fashioned interface and annoying file requester.

78%

HAMLab Plus



This program is among the oldest of the PD packages and has proved popular for some time. Its design is reminiscent of older version of *ADPro*, with banks of buttons for different loading and saving files, adjusting colour levels and screen modes. The program also has a useful crop function for reducing an image's size. Unfortunately, *HAMLab Plus's* age is starting to tell – although it is still a good program its interface is cumbersome and not very adaptable. Not enough file formats are supported and *HAMLab Plus* doesn't have the features to compete with newer programs.

67%

IMAGE FORMATS

In the graphics world images are not saved in the same manner, in fact there are almost as many formats as programs. A good image processor should support as many of these as possible. Often, they have unique advantages and the more formats that are supported the more files you have access to. Here is a brief description of some of the most common.

JPEG – (Joint Photographic Experts Group) probably the most important file format. Files are highly compressed and of 24-bit quality.

IFF – (Interchangeable File Format) the standard file format of most Amiga graphics, it's quite a large file format and support several Amiga screen modes.

TIFF – (Tagged Image File Format) in a way this is the PC and Mac equivalent of IFF. Files are usually large and supports several colour depths from 1-bit to 24-bit.

COMPUSERVE GIF – (Graphic Image File) usually referred to as just GIF. Compressed format for files up to 8-bit quality.

PHOTO CD

Photo CDs are CD-ROMs that contain scanned images of photographic quality. To transfer your photographs to Photo CD format all you need to do is take in or send a 35mm camera film to a film developer that supports this process (like Boots). However, you need special software to view or convert these images. You'll also need a multi-session capable CD-ROM drive, because Photo CDs are multi-session discs. This is so you can add photographs in more than one session.

IMAGE COMPOSITION

This is one of the advantages of digital images, you can combine two separate images into one. Most programs either use Alpha channels or colours to do this. Alpha channels are 8-bit greyscale images that usually define the shape of a foreground image. They can be used to create a variety of effects or to make seamless compositions. These two methods make an area of an image transparent so that parts of the image underneath show through. If the background colour is chosen to become transparent then any areas filled with this colour let the other image show through. With practice, this can be used to startling effect.

CONVOLUTIONS

Also known as filters or operators, this tool can mathematically distort an image. It can be used to emulate natural effects such as oil painting and mosaic tiling or create completely new ones. A custom filter is a good function to have, as you can create your own effects. As you can do this by simply adding a few 0s or 1s in a matrix you can even borrow effects from other programs.

TABLE OF FEATURES

PROGRAM	COMPOSITION	NO. CONVOLUTIONS	CUSTOM CONVOLUTIONS	MORPHING	BRUSH MANIPULATION	VIRTUAL MEMORY	AREXX	SCALING
ADPro 2.5	Yes	19	No	No	No	No	Yes	Yes
ImageFX	Yes	20	Yes	Yes	Yes	Yes	Yes	Yes
Personal Paint	No	16	Yes	No	Yes	No	No	Yes

PROGRAM	AGA SUPPORT	ANIMATION	SCANNER SUPPORT	TEXT?	JPEG	TIFF	PCX	FLI	CDXL	TARGA	SGI	PRICE
ADPro 2.5	Full	Yes	*	Yes	Yes	No	Yes	Yes	Yes	No	No	£103.70
ImageFX	†	Yes	Yes	Yes	Yes	Yes	Yes	Yes	No	Yes	Yes	£179
Personal Paint	†	No	No	Yes	No	No	Yes	No	No	No	No	£69.95

* Scanner support for ADPro is available separately

† Limited AGA support – No HAM8

. . . 32-bit Acorn home computers . . . Commodore Amiga . . . Apple Macintosh . . . IBM PC/compatibles . . .

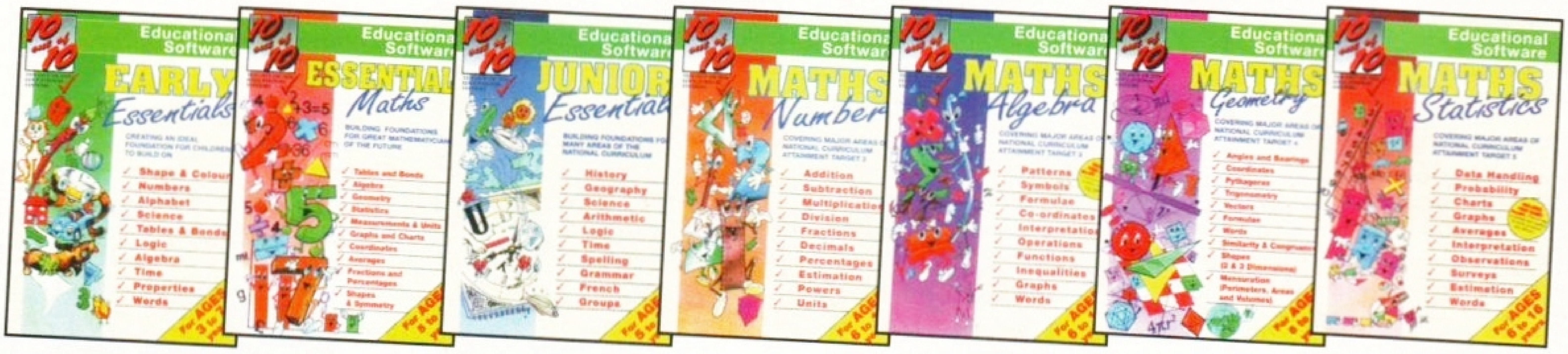
TEN OUT OF TEN EDUCATIONAL SYSTEMS

The *10 out of 10* Series

VOTED BEST EDUCATIONAL SOFTWARE OF 1994 - Acorn User (Aug. '94) reader survey

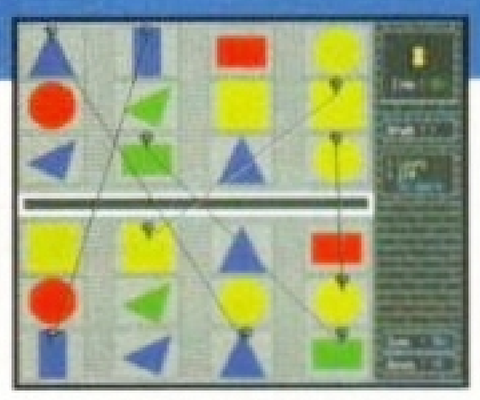
CD VERSIONS AVAILABLE PC

Everyone can learn something from these 15 acclaimed suites of software:





The INNOVATIVE *10 out of 10* Series



Great fun as you play and learn

These AWARD WINNING suites of programmes are a revolutionary step forward in educational software. They ALL use a unique system of automatically recording progress as you play and learn. This is just one of the many features which sets the 10 out of 10 Series in a class of its own . . .



Progress is automatically recorded

Each package contains **SIX** expertly designed educational games covering **TEN essential areas** of learning. Packages are available for all ages.

As you learn from the games your progress is **automatically recorded in 36 specific challenges** – the National Curriculum Attainment Targets of these areas are optionally displayed on screen where relevant. All the programs are **designed in Britain** to be **fun for everyone** and the assessment system can monitor the progress of up to 4000 people with no **input from parent or teacher** needed. Watch them, join in the fun or leave them and return later to check their progress. **You're in control!**



Fast action learning from games

BUY *10 out of 10* FROM:

You can buy *SPECIAL OFFER TWIN PACKS* from most good computer software stockists. Alternatively order by *CREDIT CARD, CHEQUE* or *EDUCATION AUTHORITY ORDER* from: *10 out of 10* Educational Systems, 1 Percy Street, Sheffield S3 8AU

Telephone: 01142 780370 / 769950 Fax: 01142 781091

Each title is ONLY £25.95 – and *EVERY ONE* is supplied with a *FREE DRIVING TEST* package until Oct 31st 1994. The *10 out of 10* Series is available for IBM/PC and compatibles – INCLUDING CD ROM, Acorn 32-bit computers (Archimedes), Apple Macintosh and Commodore Amiga.

The *10 out of 10* Series is rapidly growing and all the titles below, and more, will be available very soon. Contact your dealer for regular updates.

KEY TO CURRENT AVAILABILITY:

A – Acorn 32-bit computers (Archimedes) C – Commodore Amiga M – Apple Macintosh P – IBM/PC and compatibles D – CD ROM for IBM/PC and compatibles

Title	Availability
Early Essentials	A C P D
Essential Maths	A C
Junior Essentials	A C P
Maths (Number)	A C P D M
Maths (Algebra)	A C P
Maths (Geometry)	A
Maths (Statistics)	A C P
Driving Test	A C P D M
English	A C P D M
Structured Spelling	A C
Spelling & Punctuation	C
French	A C P D
German	A C
Essential Science	A
Dinosaurs	A C P

CD VERSIONS AVAILABLE PC

DEALERS: If you don't already stock the *10 out of 10* Series, ring 01142 780370 / 769950 NOW

10 out of 10 Driving Test

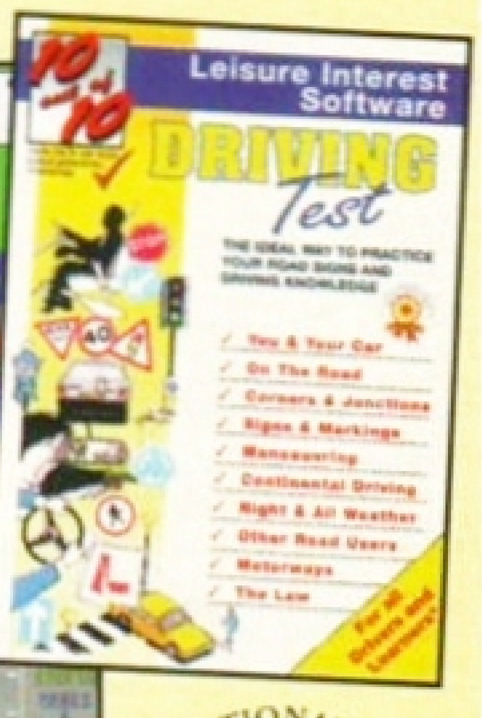
A superb package that all the family can enjoy. Learn, revise or test your knowledge of signposts & many other essential facts of driving. And, if you think that you're up to it, you can even try to pass the *10 out of 10* Driving Test! Driving Test is FREE when you buy ANY *10 out of 10* title – by mail or from any shop! If your dealer doesn't stock *10 out of 10* show them this advert – they will get your packs!

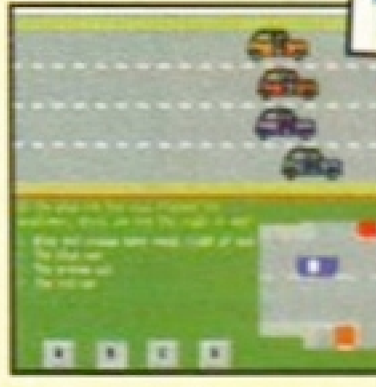
FREE

DRIVING TEST with EVERY *10 out of 10* title

for a limited period only!









***10 out of 10* is available worldwide . . . Great Deals for Overseas Agents . . . Fax NOW!**

GROUND ZERO SOFTWARE

NEW TITLES

LISTING ALL THE NEW PD SOFTWARE FOR THIS MONTH

SLIDESHOWS

S126-S127 (2 DISKS) **THE GIRLS OF ERIC SCHWARTZ** - Multimedia slideshow featuring the seductive cartoon characters of this famous Amiga animator. •1.5 MEG•
S128 **NEVER LIKED UNO** - Slick slideshow. Fantasy art.
S129 **CINDY CRAWFORD SS1** - The sexy super model.
S130 **CINDY CRAWFORD SS2** - Volume 2.
S131-S132 (2 DISKS) **BODY SHOP 6** - •A1200 ONLY•
S133-S134 (2 DISKS) **BODY SHOP 7** - •A1200 ONLY•
S135-S136 (2 DISKS) **NLP RENDERSHOW** - Captivating raytraced Sci-Fi pictures.

DEMOS

D204 **FUSE** - One of the few new demos that work on Amiga's other than just the A1200. Pretty decent at that.•NOT A500•
D207-D208 (2 DISKS) **HYSTERIA** - New demo from Analogy.
D205-D206 (2 DISKS) **LOVE** - Hot new demo from Fairlight. One of the best this year. •A1200 ONLY•
D209 **ILEX** - Highly original demo from Mystic.•A1200 ONLY•
D210 **GO WITH THE FLOW** - Aga demo with an amusing interactive graphic adventure section.•A1200 ONLY•
D211 **7th HEAVEN** - Exciting techno trackmo. •A1200 ONLY•
D212 **PEE WEE** - Not long but very sweet.•A1200 ONLY•
D213 **HARD DAY** - A promising little number. •A1200 ONLY•
D214 **INTERFERENCE** - Another hit from Sanity.•NOT A500•
D215 **MR MONKEY** - Look out for the dancing Monkey!! •A1200 ONLY•
D216 **EXPLORER** - Classic routines. •A1200 ONLY•

MUSIC DEMOS

M148 **DANCE WAR** - Great high energy music.
M153 **EXTEMPORIZED** - High quality atmospheric music.
M149 **LUFICER - "CYBER" PUNK ROCK** - Inbetween sacrifices (Joke?), this guys a pretty talented musician too.
M150 **LUFICER - PANDEMONAEON** -More tunes from the pits of hell?
M151-M152 (2 DISKS) **AMIGADEUS II** - Synthesised recreations of five Mozart compositions. By Rob baxter. •A MINIMUM OF 1 MEGABYTE OF CHIP RAM IS REQUIRED•
M154-M155 (2 DISKS) **BLUES SYMPHONIES** - Haunting atmospheric music. •A1200 ONLY•

ANIMATIONS

A178 **SUICIDE MAN 3** - Latest installment in this sick series. OVER 16'S ONLY PLEASE. •REQUIRES 1.5 MEG•
A176-A177 (2 DISKS) **SENSILLY SOCCOR** - Amusing cartoon based on Sensible Soccor. •REQUIRE 2 MEG•

MISCELLANEOUS

T67-T68 (2 DISKS) **LUCIFER'S BOOK OF SHADES** - Secrets from the occult. OVER 18'S ONLY.
T69 **LUCIFER'S WICKED GRIMOIRE** - More information and practices of the occult. OVER 18'S ONLY.
T70 **TEAM FOCUS: TOTTENHAM HOTSPUR** - Info on the team and players.

EDUCATION

E90 **ROME** - Architecture and entertainment of ancient Rome. Subjects are covered at GCSE level. Shareware.
E91 **SMARTY DEMO** - Two games for children with Autism.
E92-E93 (2 DISKS) **APOLLO 11** - Multimedia Hyperbook on the historic man on the moon space race.
E94 **RUNEMASTER** - Rune stone caster, predictor and translator.
E95 **KIDS DISK 5** - Educational games for kids by D.Moran.

GAMES

G347 **THE SWORD OF YIGG** - Graphical RPG. Good.
G343 **HAJIME CARDS** - Erotic cards for Klondike Deluxe.
G344 **SHEPHERD** - Incredible Populas genre clone. A superb God game not to be missed. Will blow your mind.•A minimum of ONE megabyte of CHIP RAM is required•
G345 **HOI AGA Remix** - Fantastic multi-leveled platform game. You won't believe how good this is. •A1200 ONLY•
G346 **SENSITIVE** - Shareware clone of the C64 puzzle.
G349 **GREEN 5** - Level one of this incredible shareware game. Looks a bit like 'Another World' and 'Flashback'.
G350 **THE UNUSUAL CASE OF DOCTOR STRANGE** - Platform game with great graphics and humour.•NOT A500•
G348 **KNIGHTS v2.5** - Great 2 player medieval dungeon maze adventure game with loads of features. •NOT A500•
G351 **ANIME CARD SET** - Cartoon Manga style card set for Klondike Deluxe.
G352 **TREK CARDS** - Star Trek cards for Klondike Deluxe.
G353 **ANT WARS 1.9** - Lemmings style player Vs. player war game.
G354 **ORBIT** - Four Light Cycles genre variations.
G355 **NANO FLY** - High tech arcade puzzle game.
G356 **THERMO NUCLEAR WARFARE** - 2 player wargame.
G357-G358 **CYBERTECH CORP** (2 DISKS) - Brilliant Alien Breed type game. •A1200 ONLY•
G359 **ZOMBIE APOCALYPSE 2** - Blast the Zombies to pieces. Lots of GORE. •A1200 ONLY•
G360 **KNIGHTWOODE** - 2 part text adventure.
G361 **SPECTRUM GAMES VOL.1** - Spectrum games. Requires emulator. Snapshot. format.
G362 **SPECTRUM GAMES VOL.2** - As above.
G363 **SPECTRUM GAMES VOL.3** - As above.
G364 **SPECTRUM GAMES VOL.4** - As above.

UTILITIES

U434 **VIRUS WORKSHOP v3.8** - Recognises 197 (and more) file viruses and over 285 bootblock viruses. Essential tool for ALL Amiga owners •NOT A500•
U445 **AMIGADOS TUTORIAL** - Beginners guide for Workbench 2.0 - 3.0 Amigas.
U439 **BMENU v2.2** - Compile your own disks and use this disk menu system to load the programmes. •NOT A500•
U440 **X-PASSWORD** - Hard drive security password system. Limited release. Full version only from author.
U441 **BACKDROP STRAMASH** - Workbench backdrops. •A1200 ONLY•
U442 **FOOTBALL ICONS** - Icons displaying the shirts of all the World cup finals teams. Plus the Scottish and English Premier divisions.•A1200 ONLY•
U443 **AMIGA DOS GUIDE v1.0** - Provides useful help on what the DOS commands are and what they do. Plus many of the common Dos error codes explained in English, etc...
U444 **GAME WARPER '20** - Hacks and cheats for 10 top games plus the Custom Poke Machine that will allow you to use Action Replay Pokes on your fave games without the need of that expensive cartridge.•A1200 ONLY•
U437 **AMOS EXTENSIONS** - Seven great Amos/Amos Pro extensions adding more commands to both languages.
U342 **SUPER LEAGUE v3.5** - Latest version of this football league database and statistics analyser. Bug fixed version.
U435 **THE DESIGNER v1.42** - Demo version of this GUI designer for C and Pascal programmers.•NOT A500•
U436 **BLITZ SHAPE EDITOR v1.1** - For Blitz basic coders. Shareware demo version.
U449 **ZXAM SPECTRUM EMULATOR AGA v1.3** - Optimised Speccy emulator to run games as fast as possible. Includes games. •A1200 ONLY•
U450 **DISK MANAGER 4.0** - Database for your DOS disks. Automatically reads the files from the disks. •NOT A500•
U291 **RELOKICK 1.41** - Revised version. Couple of added features. Downgrades Kickstart 2.0/3.0 to 1.3.

UTILITIES

U291 **RELOKICK 1.4** - Downgrades Kickstart 2 & 3 to Kickstart 1.3 to aid in compatibility problems.
U301 **A-REXX MANUAL** - Extensive manual on the A-Rexx programming language.
U294 **POOLS TOOLS** - Football pools predictor.
U323 **FOOTY** - Football league database. Presents various types of statistics, plus match predictions.
U293 **PARBENCH** - Amiga networking software.
U353 **TERMINUS 2.0d** - Modem software.
U300 **NCOMM 3.0** - Lastest version of this incredibly popular communications package.
U383 **SPECTRUM EMULATOR V1.7** - Run Spectrum games on your Amiga. Load in software via a sampler
U103 **MESSYSID II** - Transfer files to and from Amiga DOS and PC MSDOS disks.
U369-370 (2 DISKS) **SCALA BACKGROUNDS** - Hi-res backdrops for use with Scala.
U342 **SUPER LEAGUE 3.40** - Fully configurable Football league database. Loads of features.
U404 **GURU** - Tells you what those errors are.
U402 **AMIGA GUIDE TO COMMS** - Everything you could ever want to know about Modem comunications. Very well written •NOT A500•
U375 **BBC EMULATOR** - Run BBC software on this great emulator. •NOT A1200•
U382 **PRINTER DRIVERS** - One hundred and ten printer drivers for most printer makes and models.
U318 **BLITZ BLANKER** - Screen blanker with loads of novelty blanker modules.•NOT A500•
U407 **VIDEO TRACKER** - Create impressive demos with no programming knowledge.
U415 **FORCASTER** - Horsing racing predictor.
U419 **LECed/LECasm** - Assembly programming language - editor and compiler. All set up.
U417 **1200 HARD DRIVE SET UP DISK** - Formatting and partitioning software for all A1200 Hard drive owners.

CLIP ART

U236 - Photo copiers, Office, Men at work.
U230 - Food.
U224 - Sign boards, Star Trek, Christmas.
U223 - Sports, Transport, Work.
U221 - Anatomy, Buildings, Christmas, Holidays.
U220 - Animals, People, Places.
U218 - Cartoons, Construction, Religion, School, Weddings.
U386-U388 (3 DISKS) WILDLIFE CLIP ART.
U100 - Teddy bears.
U96 - Easter, Christmas, Jungle Animals, faces.
U251 - Babies, Furniture, Space, Skeletons.
U233 - Christmas.
U229 - Cars, Flowery decorations, Cupid, Hearts.
U227 - Palm trees, Party invites, Maps of Europe, Postage stamps.
U226 - Wild west, Crowds of people, Frames, Signs.
U225 - Fancy letters, Cars, Cute Animals.
U222 - Music, Silhouettes, Symbols, Teddy bears.
U356-365 (10 DISKS) MILITARY CLIP ART.
U385 - Anatomy.
U389 - Anatomy.

EPU STACKER v1.20

Compress your hard drive up to 50%, doubling the capacity. Added automatic installation, compression and removal feature so it's now easy peasy.
DISK REF: U329. New Version.
•NOT A500 COMPATIBLE•

EDUCATIONAL

E75 **THE DARK ROOM** - Learn how photographs are developed.
E59 **STAR VIEW** - Displays all the stars, planets, and constellations. With zoom facility.
E16 **CHESS TUTOR** - Four programs that take you through the rules to taking part in historic matches.
E52 **COLOUR THE ALPHABET 2** - Learning game for infants. Includes Digitised speech. V.good.
E41 **FRACTIONS** - Teaches and tests you on (+)ing, (-)ing, (x)ing, and (/)ing with fractions.
E49-E51 (3 DISKS) **DESKTOP GUIDE TO MUSIC** - Everything you ever wanted you know about electronic music. •NOT A500•
E44 **THE MATHS ADVENTURE** - Maths problems integrated into an adventure game.
E74 **EASY SPELL II** - Spelling game. •NOT A500•
E46 **LITTLE TRAVELLER** - Useful information on the Worlds popular travel spots. For holiday makers.
E23 **TOTAL CONCEPTS - ASTRONOMY** - Lots of interesting facts and digitised stills.
E24 **TOTAL CONCEPTS - DINOSAURS** - All about prehistoric Earth.
E76 **FRENCH WORD TESTER** - Title name speaks for itself. •NOT A500•
E12 **UNITS** - Speed, time, weight, length, angles, force, density, volume. Measurement conversions.
E36 **STEAM ENGINE** - Cross section animation of a steam engine. See how they work, with labels.
E37 **FOUR STROKE PETROL ENGINE** - Cross section animation of a car petrol engine.
E42 **GAS TURBINE ENGINES** - Cross section animations of an old and modern turbine jet engines.
E54 **STIRLING ENGINE** - Cross section animations of the Stirling engine.
E56-57 (2 DISKS) **AMERICAN FOOTBALL** - Comprehensive illustrated rule book of this sport.
E68 **KIDS DISK 2** - Maths Maze, Beat Sheets, Shape sorter. Edutainment games.
E55 **COMMUNICATE** - Teaches you Morse code, Braile, flags, sign language etc.. Good leming tool.
E58 **DESERT STROM HYPERBOOK** - Multi media presentation of the Iraq war. Day by day account.

CLASSIC LITERATURE

Complete books on disk.

T44 Antony & Cleopatra. Julias Caesar. Midsummer Nights Dream. Macbeth.
T45 Robinson Crusoe.
T46 As You Like It. A Lovers Complaint. Cymbeline, Hamlet.
T48 The Winters Tale. Pericles, Prince Of Tyre. Two Gentleman Of Verona. The Rape Of Lucrece.
T49 Romeo & Juliet. Tradgegy Of Coriolanus. The Sonnets. The Passionate Pilgrim. The Pheonix & The Turtle.
T50 Twelve Night. Loves's Labour's Lost. Venus and Addonis. Troilus & Cressida.
T51 Merry Wives of Windsor. Comedy of Errors. All's Well That Ends Well. Merchant of Venice.
T52 Paradise Lost - Book 1 to 12.
T53-T54 (2 DISKS) THE ILIAD Books 1 to 24.
T55 Much Ado About Nothing. Othello. Measure for Measure.
T56 Henry the Sixth - Part 1 to 3.
T57 THE ODYSSEY - Book 1 to 24.
T58 A Tale of Two Cities.
T59 Taming of The Shrew. Titus Andronicus. Timon of Athens. The Tempest.
T61 The Adventures of Tom Sawyer.
T62 Through The Looking Glass. Alice In Wonderland.
T63 The Time Machine. The War of the Worlds.

A1200 ONLY

DEMOS

D188-D189 (2 DISKS) **BIG TIME SENSUALITY** - Wow.
D185 **FATAL MORGANA** - Includes Beavis and Butthead.
D184 **FULL MOON** - Lots of atmosphere.
D172-D173 (2 DISKS) **ORIGIN** - Popular demo.
D193 **BEYOND BELIEF** - Heavy duty demo.
D180 **EMPTY HEAD** - Produced by two top coding groups.
D172-D173 (2 DISKS) **ORIGIN** - One to impress your non Amiga owning chums with.
D201-D202 (2 DISKS) **QED 2** - Impressive follow up.
D203 **MINA OMISTAN** - Mini music video on a disk.

GAMES

G282 **MEGABALL AGA** - Superb arkanoid clone in 256 colours.
G296-297 (2 DIDKS) **MOTOROLA INVADERS** - Shoot-em-up for AGA computers.
G283-285 (3 DISKS) **KLONDIKE DELUXE AGA** - Fantastic card game, Each card shows a different 256 colour picture.Glamourous ladies.
G319 **CINDY CARDS** - New set of Cindy Crawford cards for Klondike Deluxe owners.
G326 **KISS THE CANVAS** - Boxing game with large animated sprites.
G365 **WAYNE'S WORLD PONG** - Pong game with digitised samples. Pretty neat.



SLIDESHOWS

S108-S109 (2 DISKS) **FIT CHIX 1.**
S110-S111 (2 DISKS) **FIT CHIX 2.**
S112-S113 (2 DISKS) **FIT CHIX 3.**
S114 **BODY SHOP III.**
S115-S116 (2 DISKS) **BODY SHOP IV.**
S117-S118 (2 DISKS) **BODY SHOP V.**
S119 **ERIKA ELENIAK.**
S122 **BEACH BABES 1.**
S123 **BEACH BABES 2.**
S124 **BEACH BABES 3.**
S125 **BEACH BABES 4.**
S125 **BEACH BABES 5.**

GAMES

G337 **BOB'S GARDEN / DIGGERS** - Conversions of Mr Do and Dig Dug. Arcade classics.
G339 **DEFENDER** - Faithful coin-op conversion.
G273-274 (2 DISKS) **STARBASE 13** - Sci Fi graphic adventure. Interface similar to Monkey Island.
G222 **CHESS GAMES** - GNU Chess •NOT A500•, and Chess 2.0 (for all Amiga's).
G280 **BLACK DAWN** - 3D perspective dungeon game with an Alien Breed scenario.
G210-211 (2 DISKS) **TALISMAN** - Huge icon driven graphic adventure. •REQUIRES 2 MEGABYTES•
G241 **IMPERIAL WALKER** - Take control of an X-Wing fighter and stop the Imperial Walkers from reaching the Allied HQ. 3D Game.
G299 **HIGH OCTANE** - Overhead racing game for 1 or 2 players. The best graphics in a PD racing game.
G286-287 (2 DISKS) **EXORCISM** - Sinister graphic text adventure in a haunted house.
G257 **DELUXE PACMAN** - Great Pacman clone.
G265 **BONDMINE #13** - Boulder Clone at it's best.
G268 **SLAMBALL** - Futuristic American football management game. Based on Speedball.
G269-270 (2 DISKS) **18th HOLE** - Golf game.
G307 **DARTS** - Darts game.
G294 **FLEUCH V2** - Thrust clone.
G300 **V CHESS 2.0** - Featured packed Chess game. Everything you could imagine and more.•NOT A500•
G304 **DELUXE GALAGA** - Fabulous shoot-em-up. Amazing graphics. •NOT A500•
G317 **HYPERDRIVE** - The fastest Amiga game ever. One or two player space ship racing and reflex buster. Wow. •NOT A500•
G314 **A DAY AT THE RACES** - Horse racing management game.
G318 **SOLAR LORDS** - 2 to 4 player space strategy game. •NOT A500•
G310 **GORF** - The classic arcade game.
G321 **WIPEOUT** - One of the best looking PD shoot-em-ups around.
G322 **AUTOMOBILES** - The closest thing to Skidmarks doing the PD circuit.
G323 **PARADROID 64** - Clone of the Classic Commodore 64 game.•NOT A500•
G331 **SUPER LEAGUE MANAGER II** - Football management game.
G325 **ACT OF WAR V1.4** - Superb action strategy wargame like Laser Squad/Breech.
G327 **PJP FORMULA 1 MANAGER** - Run your own racing team.
G328 **RAISE THE TITANIC** - 3D Vector undersea adventure. V.good.
G330 **CAG v3.1** - Produce professional graphic text adventures without any programming knowledge.
G324 **TASKFORCE** - Strategy war game.
G182 **TREASURE ISLAND** - For younger players.
G35 **JAR** - Crystal Castles clone.
G221 **BOW & ARROW** - Archery game.
G128 **TOTAL WAR** - Based on the strategy board game Risk.
G28 **THE HOLY GRAIL** - Text adventure.
G312-G313 (2 DISKS) **MR MEN OLYMPICS** - Decathlon game with the the Mr Men characters.
G255 **AMOS CRICKET** - Shareware Cricket game.
G342 **SCRABBLE** - The great word board game.
G332 **DRELBS** - Clone of the C64 game.
G339 **DEFENDER** - The best clone yet.
G340 **OVERLANDER** - Like Moon Buggy.
G341 **KUNGFU CHARLIES** - Platform beat-em-up.

UTILITIES

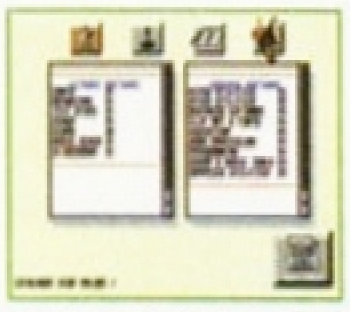
U418 **NO SAMPLER** v2 - Several music module rippers.
U379 **LANDSCAPE** - Garden landscape designer.
U384 **VIEWTEK 2.1** - Anim/picture viewer.•NOT A500•
U325 **OCTAMED V2.0** - Music composer. The best.
U314 **OCTAMED TUTOR** - Tutorial for Octamed.
U324 **JC GRAPH** - Graph/chart creator.
U344 **DELITRACKER** - Music module player.•NOT A500•
U331 **AMIBASE PRO II** - Easy to operate database.
U304 **TEXT ENGINE v4.1** - Word processor with in built spell checker. Excellent.
U311 **EASY CALC PLUS** - Spread sheet.•NOT A500•
U327 **DISKSALV 2** - Corrupt disk data recovery system. Work for both floppies and hard drives.•NOT A500•
U296 **GRINDER** - Picture format convertor. Supports Amiga and many Non-Amiga formats (PC, Atari, MAC, etc.). You will need a hard drive and 2 megs of memory.
U303 **INVENTORY V2** - Stock controller for businesses.
U377-U378 (2 DISKS) **A64 EMULATOR V3.0** - Commodore 64 Emulator. Latest version.
U345 **REORG v3.11** - Disk optimiser. •NOT A500•
U281 **D-COPY 3.1** - Disk duplication software.
U273 **ACCOUNT MASTER v2.1** - Personal accounts manager. Very professional.
U158 **NO ERRORS** - Formats and hides hard errors on floppies and hard drives. Don't chuck those bad disks!U366 **TRONICAD** - Schematic CAD pakage.
U354 **LYNAPUNOVIA** - Fractals, Mandlebrot generator.
U421 **GOLF SCORE ANALYSER** - Your own personal Golf score statistics database/analytser.
U423 **X BEAT PRO** - Computer Drum kit.
U424 **SIRDS** - Random Dot Stereogram generator.
U425 **WORD UTILITIES** - Spelling checker, Anagram solver, etc..
U427 **EPOCH MASTER v3.0** - Diary, calender, appointment scheduler, and simple accounts package. Shareware •NOT A500•

(NOT AVAILABLE FOR THE AMIGA A500)
FROM THE PRODUCERS OF THE FINAL FRONTIER COMES HOLODECK. ORIGINAL STAR TREK RELATED RAYRACED AND HAND DRAWN SCENES, EXCLUSIVE ART WORK AND NOT PUBLIC DOMAIN.
CURENTLY AVAILABLE...
HOLODECK 3 (2 DISKS)..... PRICED AT £2.70 + P&P
HOLODECK 4 (2 DISKS)..... PRICED AT £2.70 + P&P
HOLODECK 5 (2 DISKS)..... PRICED AT £2.70 + P&P



FINAL FRONTIER ISSUE 7
Disk magazine for all Trekkie fans. Loads of news, reviews and interviews. All four disks for only £6.50 + P&P
ISSUE 7
THIS IS NOT PUBLIC DOMAIN

Check out our comprehensive catalogue disks for the very best PD/Shareware. Updated monthly.



CHOOSE ONE FREE EXTRA PD DISK FOR EVERY 10 PD DISKS PURCHASED.
OFFER ONLY APPLIES TO PUBLIC DOMAIN DISKS AT £1.00 PER DISK.

CLR
Central Licenseware Register
We stock the entire range.
Detailed listing on catalogue disk vol.2

MISCELLANEOUS

T36 **ALIENS CONFIDENTIAL** - Loads of (true?) stories from around the globe on Aliens and UFO's.
E65-E66 (2 DISKS) **TARRO MASTER** - Tarro card fortune teller and tutorial.
E18 **BIORHYTHMS** - Reveals your monthly biorhythms chart.
E17 **CALORIE BASE** - Count your calories. For dieter's.
T40-T42 (3 DISKS) **GRAPEVINE # 19** - The most popular Amiga disk magazine. Very professional.
E47-E48 (2 DISKS) **SEE THE AURA** - All about the human energy Aura. •NOT A500•
E60 **CODE MUNGUS** - Highway code tester. V.good.
E69 **ASTRO 22** - Astrology tool for horoscope prediction.
E79 **THE MYSTERIES OF THE RUNES** - Tutorial on the meanings of the ancient Rune stones.•NOT A1200•
T28 **DREAMS FOR AN ANGEL** - Reveal the secrets of your dreams.
T65-T66 **PARANORMAL INVESTIGATIONS** - Aliens, space, Sea monsters etc.. •NOT A500•

ADOBE TYPE 1 FONTS

High quality Adobe fonts for DTP and WP. Disk Refs: U428, U429, U430, U431, U432, U433.

COMPUGRAPHIC FONTS.

CG Font Collection 1-11. Disk REFS: U274, U275, U276, U308, U408, U409, U410, U438, U446, U447, U448
Compatible with:
Professional Page v2.1 (and above), Pagesetter 3,Typesmith, Pagestream v2.0 (and above), Final Copy, Final Writer, Wordsworth v2.0 (and above), Workbench 2.0 (and above).

Mixed Imagine Objects

9 disk set comprising of around 50 objects for use with Imagine.
Disk REFS: U295, U334, U335, U336, U337, U338, U339, U340, U341.

ALL TITLES ARE COMPATIBLE WITH ALL AMIGA'S UNLESS STATED OTHERWISE.

•To order Public Domain software, simply send your name, address (WRITTEN CLEARLY) and your order details. Eg. Disks code numbers and title names.•Remember that prices are per disk and not per title. Take particular notice with multiple disk titles. •UK Postage and packing at 75p covers any order size.•For detailed programme descriptions on these and thousands of more PD titles, check out our catalogue disks.

PUBLIC DOMAIN PRICE LIST

PRICE PER PD DISK £1.00
CATALOGUE DISK VOL.1 ... £0.75
CATALOGUE DISK VOL.2 ... £0.75
POSTAGE & PACKING £0.75

Overseas orders. Use the above prices, then add 20% of that total, to cover the extra postage costs. Thank you.

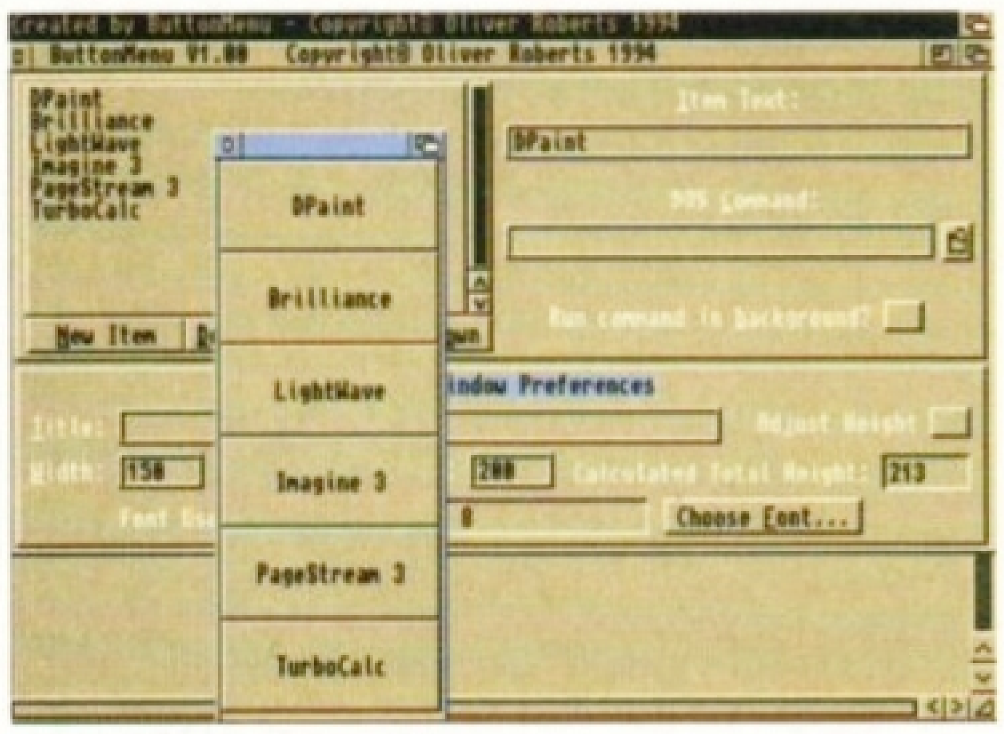
PLEASE MAKE ALL CHEQUES/POSTAL ORDERS IN STERLING PAYABLE TO
GROUND ZERO SOFTWARE

SEND YOUR ORDERS TO:

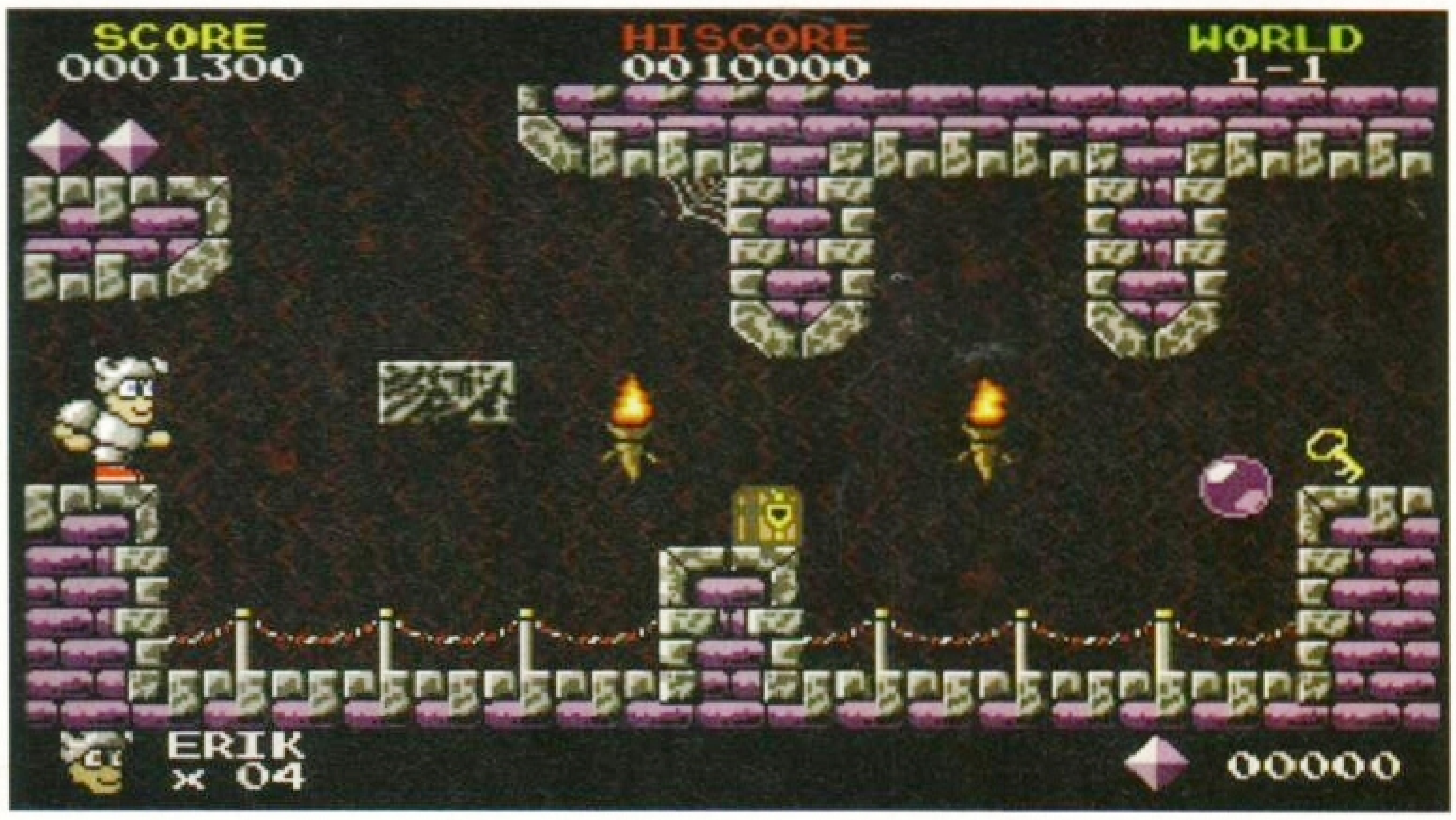
GROUND ZERO SOFTWARE (AF65)
4 CHANDOS ROAD
REDLAND
BRISTOL. BS6 6PE
ENGLAND
TELEPHONE: 0272 741462 (9am-6.00pm M-F)

Jason Holborn has fun with SIRDs, adds 128Mb of RAM to his Amiga and still finds time to save a distant planet from oppression! How does he do it?

PD Update



BUTTONMENU: ***ButtonMenu (above)*** **enables you to create a window containing buttons which will run all your favourite utilities.**



ERIK: Combing classic platform action with some great graphics and sound, ***Erik (right)*** **is a sure-fire PD hit.**

Originally destined to be a full-scale commercial game ***Erik*** (F1 Licenceware, disk F1-048) by programmer David Parsons is now available as Licenceware because the software company that intended to release it went bust.

And the platform game's commercial origins certainly show. *Erik* boasts great graphics and the sort of gameplay that's sadly lacking in many commercial releases – it should be at the top of every PD buyer's shopping list.

Don't expect anything particularly innovative from *Erik*, but look forward to screen after screen of solid baddy-blasting, level-hopping platform action. You can also pick up cash to buy power-ups such as triple-way bullets and flamethrowers, in shops dotted throughout the game.

There are plenty of 'launch pad' utilities available for the Amiga – programs which allow you to run your most commonly-used applications by clicking on a gadget or selecting a pull-down menu item rather than having to click through endless directories to find the program's icon. Most of these utilities simply allow you to extend the Workbench Tools menu so that you can run a program by selecting it from there.

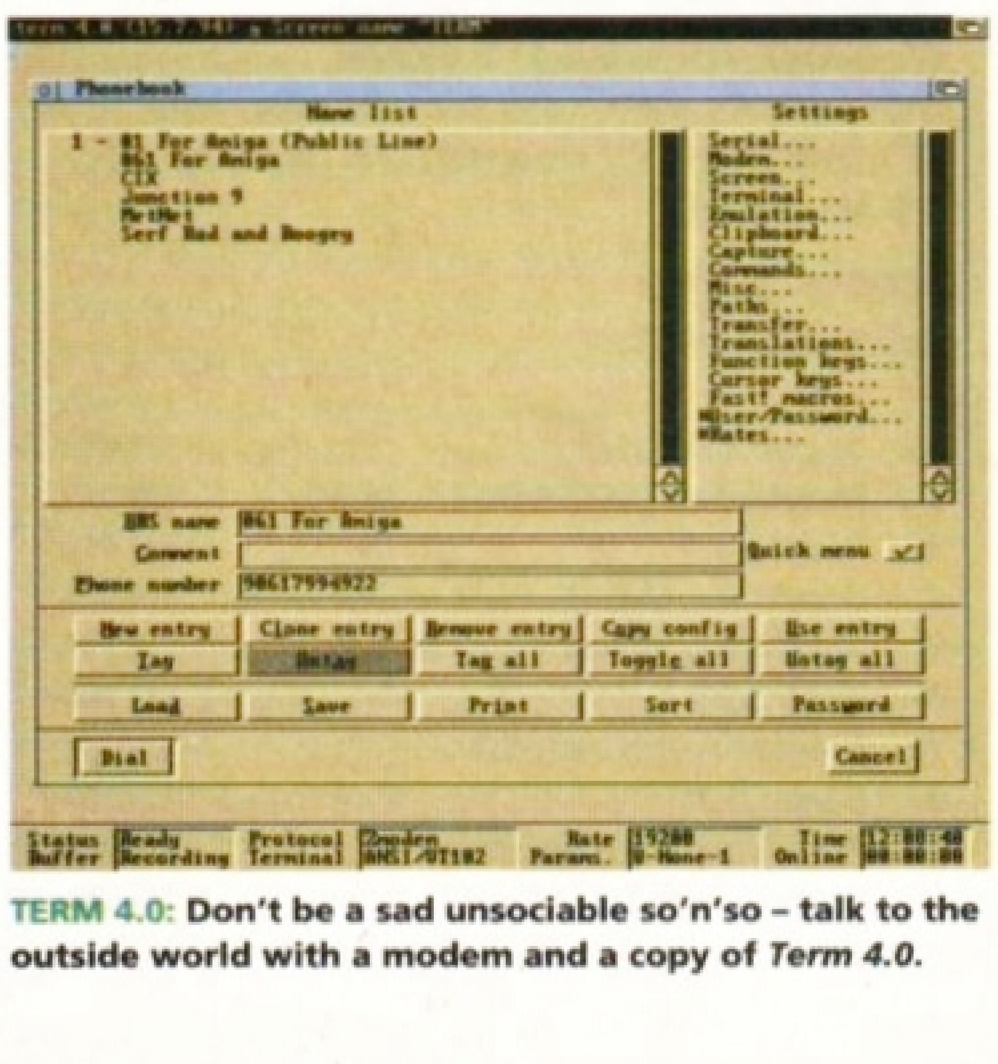
ButtonMenu (Cynostic, disk U0279), on the other hand, takes a slightly different approach. It enables you to create a window on your Workbench screen which contains a specified number of buttons, each of which can be assigned a program. You can, for example, assign a button to *DPaint*, another to *Pixel 3D Professional*, another to *PageSetter 2* and so on. When you click on a particular button, *ButtonMenu* then loads that program into memory.

Included with the program is a separate editor to create a file containing all the information on your buttons. Thanks to this utility, setting up your own custom button window is easy. *ButtonMenu* is a brilliantly-executed utility.

Although the quality of Amiga PD is exceptionally high it's still rare to find a PD program that matches the quality of its commercial counterparts.

Meet the exception – ***Term 4.0*** (Cynostic, disk U0278A). Although there are commercial communications programs available for the Amiga, none come close to the power and ease of use that Olaf Barthel, the author of *Term 4.0*, has managed to code into his exceptional Amiga communications package. Written specifically for Workbench 2.0 (or greater) Amigas, *Term 4.0* is without doubt the most comprehensive and powerful Comms package available for the Amiga.

Amongst its impressive list of features, *Term 4.0* offers fast VT-220 terminal emulation, support for custom terminal emulation modules, file transfer through the use of commonly available XPR libraries (of which many are bundled with the program) and a user interface to die for. Put simply, this is one PD program that has everything but the kitchen sink. If you have a modem and a Workbench 2.0-based Amiga, then you simply must get your hands on a copy of *Term 4.0*.



TERM 4.0: Don't be a sad unsociable so'n'so – talk to the outside world with a modem and a copy of ***Term 4.0.***

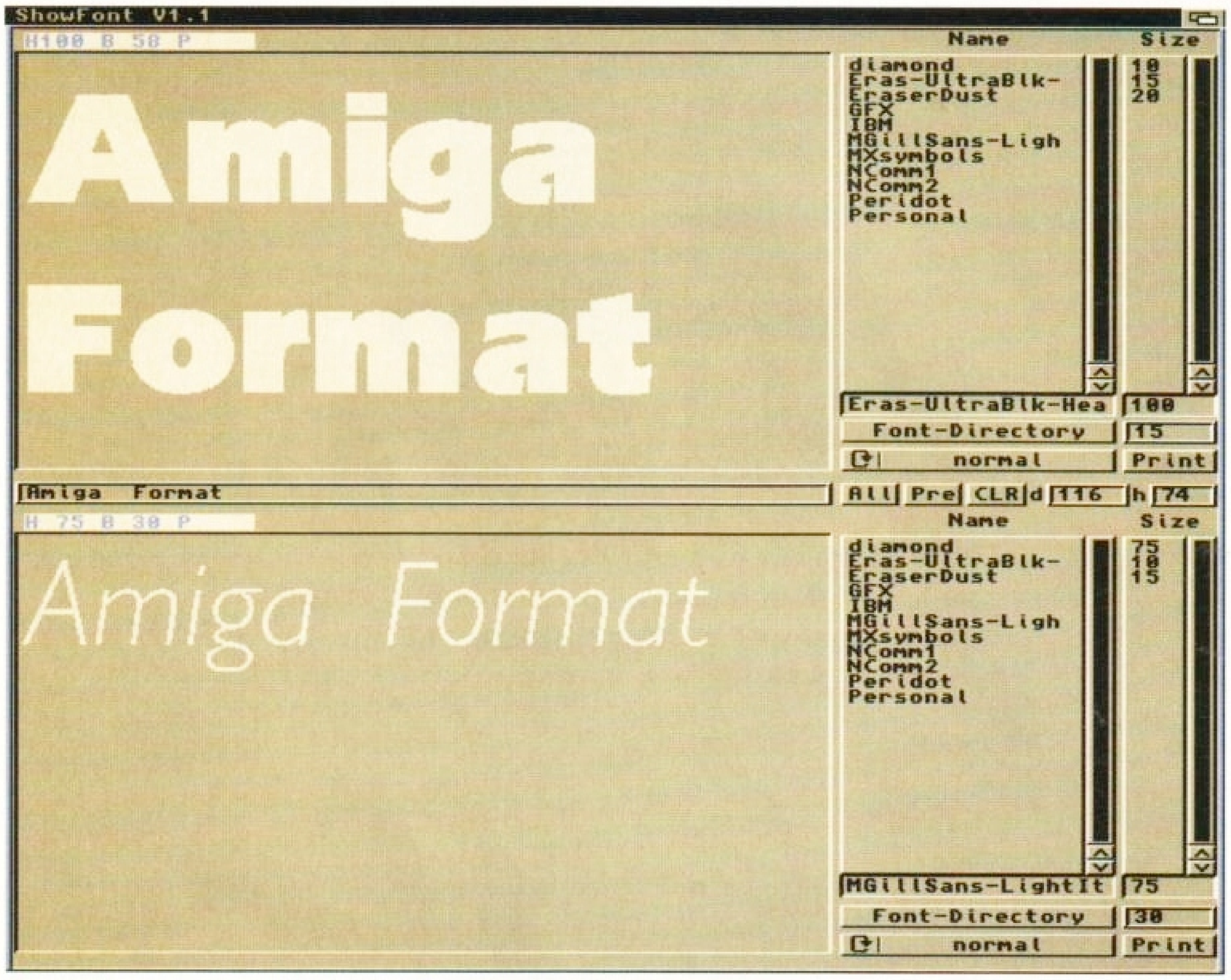
PD authors have tried their best to produce *Monkey Island*-type adventure games with varying degrees of success. The latest attempt at a PD arcade adventure is ***Relics Of Deldroneye*** (F1 Licenceware), a £6.99 four-disk game which has been programmed completely using *AMOS Professional* by a chap called Lee Bamber.

Lee's game is very similar in style to *Simon The Sorcerer*. Just like Simon, your character is controlled by forming sentences by clicking on key words which run along the bottom of the screen. Whenever a sentence is formed, your animated character then puts it into action.

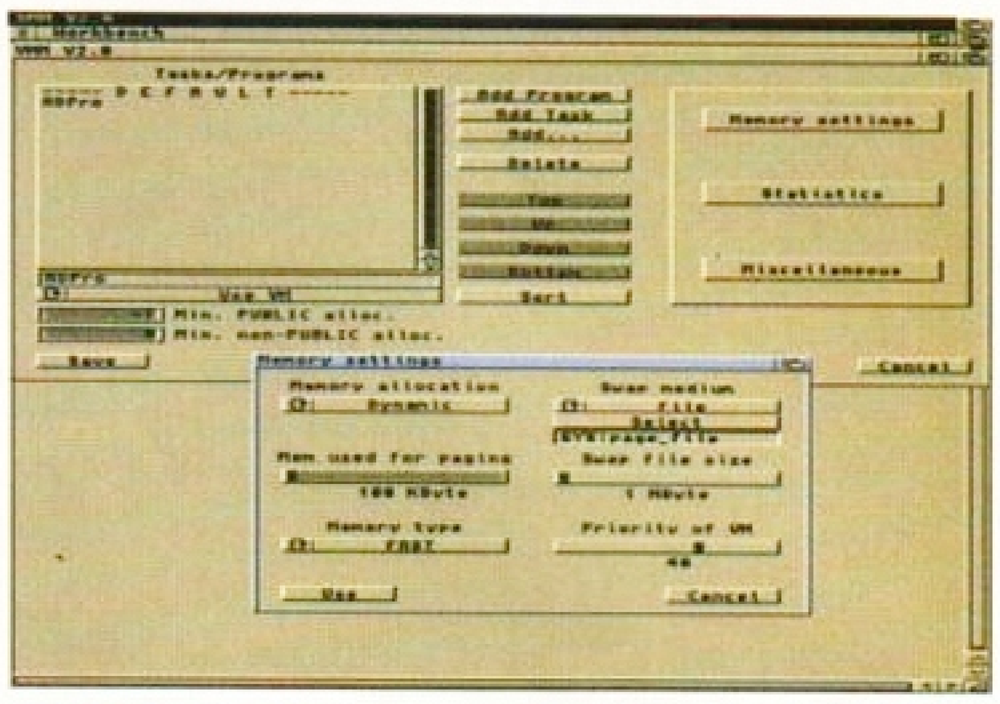
Both the gameplay and the quality of *Relics*' graphics are totally top notch, as are the very well thought out puzzles. At the start of the game you find yourself cooped up in a dingy prison cell with a magician and a rather grim looking rat. After talking to the magician, you're told that in order to escape the cell, you must find him some food. How you find food for the old man is left down to your powers of deduction and the steel toe caps on your boots (oops!... I've given away a clue!). The puzzles are pitched at just about the right difficulty level and *Relics Of Deldroneye* is this month's pick of the PD games.

Unless you've spent the last few years mining coal in darkest Siberia, you cannot have helped but notice just how popular SIRD images have

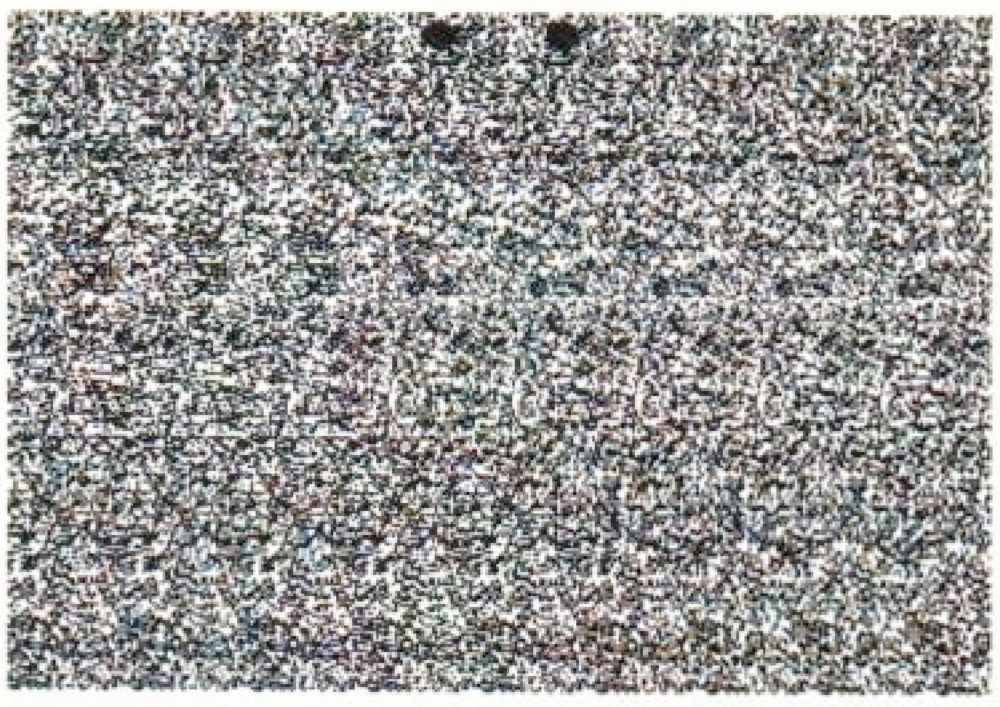
Continued overleaf ➡



SHOWFONT: **Need to know what fonts are installed on your system? You need *ShowFont* mate!**



VMM: **Fancy 128Mb of RAM inside your Amiga for a measly £3? Well, it's possible with a copy of *VMM* and an MMU-equipped Amiga.**



SIRD GENERATOR: **Can you see what image is hiding in this SIRD? Nope, nor can I!**

become. You know, the collection of coloured dots which, if you stare at them for long enough, reveal a hidden picture – or so we're told, I still can't see anything more than dots. But if you want to create your own SIRD images, Kew-II have released ***SIRD Generator*** (U1156) for all Workbench 3.0-based Amigas, which can create images with up to 256 colours.

If your Amiga has an '030 or an '040 processor then the chances are your machine has a Memory Management Unit (MMU). That's all fine and dandy, but what's the point in having one?

One use is for running the Unix operating system, but having used Unix extensively I can assure you that watching paint dry is more fun. Another (or should that be the other) use is to run a Virtual Memory System, a program that allows you to set aside a section of your hard drive which your Amiga treats as RAM. As a result, it's possible to fool your machine into thinking it has hundreds of megabytes of memory available.

Up until now, the only Virtual Memory system available for the Amiga was *GigaMem* but now the PD libraries have something to offer in the form of ***VMM*** (Cynostic disk U0294). Similar in operation to *GigaMem*, *VMM* allows you to set aside up to 128Mb of hard disk space as virtual RAM. It works by paging data very quickly between your hard disk and a temporary buffer. You can set aside an entire hard disk partition (the safest and fastest method), a file (the most flexible method) or a pseudo partition (a combination of the two).

Fonts are crafty little blighters. It's fairly easy to keep track of what programs are installed on your hard disk, but fonts are a different matter altogether. Like rabbits in the Spring, they seem to increase at an impossible rate. Each time a new program is installed, more fonts can creep on to your boot partition without you even realising it. How do you keep track of them? Simple – you use ***ShowFont*** (Cynostic, disk U0291).

ShowFont handles standard bitmapped and CompuGraphic outline fonts and it even shows colour fonts in their default colours. It's only real fault is a slow screen update and unresponsive user interface – if you can put up with occasionally having to wait, *ShowFont* is well worth obtaining.



RELICS OF DELDRONEYE: **Has *Simon The Sorcerer* finally met its match? The only way you're going to find out is to treat yourself to a copy of *Relics Of Deldroneye*, F1 Licenceware's brilliant new arcade adventure.**

WHERE TO GET THE DISKS IN THIS ISSUE

KEW-II, **PO Box 672, South Croydon, Surrey CR2 9YS. Tel: 081-657 1617.**

F1 LICENSEWARE, **31 Wellington Road, Exeter, Devon EX2 9DU (no phone).**

CYNOSTIC PD, **Office 01, Little Heath Industrial Estate, Old Church Road, Coventry. Tel: 0203 681687.**

TOP 10 GAMES AND UTILITIES

Every month we peruse the bestseller lists of a prominent PD company. This month, it's the turn of:

KEW–II PD
081-657 1617

1.	SuperDisk 2.1A	U1106
2.	MapMaker 2000 (WB 3.0 only)	D1060
3.	DiskSalv 2	U1110
4.	Bomb Pac (AGA)	G1086
5.	Magic Workbench Extras 2.0	U1113
6.	DMS 2.03	U1101
7.	Magic Workbench 1.2	U1072
8.	Reorg 3.11	U1082
9.	AGA Spectrum Emulator	01041
10.	Workbench 2/3 Utils 4	U1114

PDSOFT

1 Bryant Avenue, Southend-on-sea, ESSEX, SS1 2YD

Tel (0702) 466933

Fax 617123

MasterCard · VISA · SWITCH

aMiNeT 3 [ThE InTerNET]

Aminet is the worlds largest Amiga PD collection. Over 10,000 users access the vast collection, with the series of CD roms it gives you the access without the Phone bill. Its an on going range of CDROMs which is updated every 4 months. Aminet 3 Contains 1,600 Aplications, 200 Games, 500 Songs, 350 Demos, 250 Pictures, & 80 Anims.

❑ AMINET SUB £16.99 A Subscription service is now avaliable on the AMINET CD range. Charged £16.99 on day of release (same day dispatch) for Aminet 4 (Apx. DEC94) and so on. Be the first to get it.

❑ PRE-ORDER 4 You can pre-order it for £16.99

FREDFISH Presents FRESHFISH, GOLDFISH, and FROZENFISH CDROMs

Fresh Fish 5 - 220Mb Archived material from this CD and Previous Fresh Fish CDs, 169 Mb of Full GNU source code. 77Mb of libraries, 6Mb of Commodore include, librics, & developer tools (V37-V40). +more. (£19.99)

The Goldfish CD-ROM- is the offial archive of this floppy based library. Contains all 1,000 disks in both archived (BBS-Ready) and archived (ready to run) forms. (£29.99)

Fresh Fish 6 - 220Mb Archived material from this CD and Previous Fresh Fish CDs, 169 Mb of Full GNU source code. 77Mb of libraries, 6Mb of Commodore include, librics, & developer tools (V37-V40). +more. (£19.99)

❑ FROZENFISH (1-1000) (CD5000) Contains the complete floppy disk collection of Fred Fish. Lha formats. (£19.99)

RESERVE ME !!

❑ FROZENFISH 2 £19.99 all new material from Fred Fish Floppy disk 1000 right upto date.

❑ FRESH FISH 7 £19.99 THE latest selection of material from fred fish. Released Dec94

❑ FRESH FISH SUB (CD4000) a SUBSCRIPTION service which will ensure you receive the latest FRESH FISH cd as they are released. Credit card and SWITCH cards only.

SPECTRUM

❑ ^+ V1084 SPECTRUM v2.0 Want to run your old spectrum software on the Amiga then this is for you. (2)

❑ ^^ V1531 SPEC (AGA) v1.35 Superfast on A1200s and A4000s (2)

❑ ^+ V1257 Games 1-4 .... (4)

❑ ^+ V1261 Games 5-8 .... (4)

❑ ^+ V1338 Games 9-12 .. (4)

❑ ^+ MEGALOSOUND £34.99 Now you can convert all your old tape games/ programs to Amiga disk format.

PC TASK v2.0

❑ ^+Code:T1001 £34.99 NEW VERSION

PC Task! allows you to run the majority of PC Programs on your own amiga. Works with all amigas but the faster your machine is the faster it can work. Transfer files from amiga to pc. Run MSDOS. Supports upto 2 drives & hard drives, Supports CGA, EGA, VGA, Mouse, CD-ROM, and more. All this and its software not hardware WHOW.

Fonts & Clipart £19.99 The Professional CD

(CD28) How about every single font we have ever produced! on one CD thats over 4,000 Adobe type 1 font files, 1,500 True Type Fonts for windows, Prodraw Fonts, IFF Mono and Colour fonts, Pro Page II Fonts, Page Setter II Fonts, Also contains a wide selection of new clipart Over 5,000 PCX files, 300 GIF Pics, 1,000EPS Format, and 2,379 TIFF files. all this and it works on any PC. The idea DTP Users CDROM.

❑ CDPD4 £19.99

Complete GNU C / C++ compiler distribution with CBM v40 include. Complete AM/FM magaire disks. RAYTRACING: Image objects, testures, tutorials & guides and loads, loads more.

HoT StuFF 4 CD

Contains only the very latest Mega Demos, Games, Slideshows, Music, Magazines, Demo Collections, Anims, Rave Demos, Sampled Sounds, and a complete Anims selection feturing Eric Schwarts, Large memory & disk consuming anims + loads of 1-7Mb anims. Also all of our AGA collection like, Anims, demos, mega Demos, Games, WB utls, Art work, Educational, Programming, Samples, Modules, Video Utils, IFF Pics, GRX, Demo Makers, Anim Utls, Hard & Disk drive utils etc. £19.99

Released at the Show

Other CDROMs £19.99

❑ CD8 MULTIMEDIA TOOL KIT

❑ CD19 NETWORK £14.99

❑ CD33 THE AMOS LIBRARY CD

❑ CD34 ASSASSINS GAMES CD

❑ CD38 MULTIMEDIA TOOLS 2

❑ CD42 CLIP ART £9.99

❑ CD11 SOURSE CODE

❑ CD14 INTERNET INFO

❑ CD15 CLIPART CORNUCOPIA

❑ CD16 AMINET II

❑ CD44 SOUNDS TERRIFFIC

❑ CD26 LOCK AND LOAD GAMES

UTILITIES CD £19.99

Contains all of our Various (Numbered disks) From Number 1 upto 1500. Sujects covers like Sound Samples, Instruments, Modules, pictures & Clipart mono, colour, Educational, Business utility disk, Graphics & Music production, HD utils, Workbench utilites, comms, Virus killers, Video production, Emulators, Hobbies, Programming, fractals, Printer utilities, Satabases, game related, sound related software, Animation, home and prediction, hard drive software, cdrom related, Med and Octamed, Design work, Amos, demo makers, Cheats disks, vector objects, degragers and kick start ults, Art related, CAD, decompresion software etc.

Released at the Show

Future Entertainment Show Oct 26-30 Stand 232 10% off all ANYTHING IN THIS ADVERT at the show. If you fill in this advert and use it as an order.

UTILITY DISKS

❑ ^+V16 AQUARIUM Turns your screen into an eyecatching Fish tank.

❑ ^+V298 NORTHC v1.3 Complete C language with all files needed (2)

❑ ^+V301 EYE OF BEHOLDER Book with Maps, Strategy & Solution.

❑ ^+V490 MESSY SID v2.0

❑ ^+V523 DICE C COMPILER

❑ ^+V536 CATALOGUES

❑ ^+V575 HOME BUSINESS

❑ ^+V662 DCOPY v3.1 PRO

❑ ^+V719 FREECOPY v1.8

❑ ^+F691 PROC MANUAL v3.0

❑ ^+V786 PASCAL

❑ ^+V787 PROGR. TOOLS

❑ ^+V794 GRINDER

❑ ^! - V817 A500P EMULATOR

❑ ^+V821 SNOOPDOS v1.7

❑ ^+V928 LITTLE OFFICE

❑ ^+V979 NCOMM v3.2k

❑ ^+V1017 POST v1.86

❑ ^+V1021 (AGA) SCREENS

❑ ^+V1022 LITTLE TRAVELLER

❑ ^+V1039 HARD DISK INSTALL

❑ ^+V1041 DIGITAL B.BOARD

❑ ^+V1043 SUPER DARK.v2.4a

❑ ^+V1044 FANCY PRINTING

❑ ^+V1051 EASY CALC PLUS

❑ ^+V1056 DEVELOPER

❑ ^+V1060 BOARD DESIGN

❑ ^+V1069 PRINTER DRIVERS

❑ ^+V1079 KEYBoaRD TRAINER

❑ ^+V1093 PARNET SET-UP

❑ ^+V1095 THE DEGRADERS

❑ ^+V1104 COLOURED ICONS

❑ ^+V1109 STAR VIEW

❑ ^+V1110 FORCAST v2.01b

❑ ^+V1114 PRINT LABELs

❑ ^+V1136 DISKSALV 2vv11.31

❑ ^+V1137 (AGA) UTLs 4

❑ ^+V1138 (AGA) UTLs 5

❑ ^+V1144 GRAPHICS

❑ ^+V1161 GOALKEEPER v1.0

❑ ^+V1164 (AGA) A1200 FIX DISK

❑ ^+V1176 KS 3 EMULATOR

❑ ^+V1179 FILE-O-FAX

❑ ^+V1184 AMIGA DIARY

❑ ^+V1196 DESKTOP VIDEO

❑ ^+V1200 MAGIC W/B

❑ ^+V1207 OCTASTUFF

A new collection of utilites come samples come modules for use with the famous OctaMED

❑ ^+V1209 GNU C++ COMPILER Requires: HD 6Mb+, Disks consists of the latest version of the GCC environment. The compiler, driver, assembler, linker, header files, inline code generation of libraries. (3)

❑ ^+V1213 PROGRAMMING

❑ ^+V1219 THE AREXX GUIDE

❑ ^+V1221 (AGA) BLANKER

❑ ^+V1222 PANASONIC STUDIO

❑ ^+V1223 CANON STUDIO 2

❑ ^+V1227 GADTOOLS v2.2c

❑ ^+V1229 (AGA) MAIN ACTOR

❑ ^+V1236 INVOICE PRINTER

❑ ^+V1242 RE-ORG v3.11

❑ ^+V1243 IMAGE 2 OBJS

❑ ^+V1247 TEXTURE MAPS

❑ ^+V1250 SOLDERING

❑ ^+V1269 OCTAMED TUTOR

❑ ^+V1273 AMICDROM v1.7

❑ ^+V1277 STAR STUDIO

❑ ^+V1278 MAIL-O-DEX

❑ ^+V1279 PRINT-A-CARD

❑ ^+V1280 DIVIDEND WINNER

❑ ^+V1282 FOOTY v1.9

❑ ^+V1286 PRINTER DRIVERS

❑ ^+V1303 SCALA PICTURES

❑ ^+V1305 THE V.W.S v4.0

❑ ^+V1307 NETWORKING (3)

❑ ^+V1310 GUIDES

❑ ^+V1311 CD ROM

❑ ^+V1313 GBLANKER v2.7

❑ ^+V1318 (AGA) SWERVE

❑ ^+V1319 MAXIFLIFE

❑ ^+V1321 EDWORD PRO v4.1

❑ ^+V1326 COMMANDS & LIBS

❑ ^+V1330 (AGA) COLLECTION

❑ ^+V1335 LIBS & DATATYPES

❑ ^+V1336 BBC EMULATOR

❑ ^+V1354 FIVE STAR v1.0

❑ ^+V1355 MPMASTERvv2.0

❑ ^+V1356 NOERRORS v1.3

❑ ^+V1357 CITIZON MANAGER

❑ ^+V1358 10 OUT OF 10 MATHS

❑ ^+V1359 EPU v1.4

❑ ^+V1360 WB 2.0 TUTORIAL

❑ ^+V1361 (AGA) 16-COL ICONS

❑ ^+V1362 CHECKER TOOLBOX

❑ ^+V1363 AD&D ASSISTANT

❑ ^+V1367 CHEQUE-MATE! v1.0

❑ ^+V1369 ENCRYP ALGORITHM

❑ ^+V1371 (AGA) ASI FIX DISK II

❑ ^+V1384 HOW TO CODE IN C

❑ ^+V1393 STEREOSCOPIC v2.4

❑ ^+V1394 CD-READER v1.1

❑ ^+V1400 3D STEROGRAM

❑ ^+V1401 (AGA) GRAPHICS

❑ ^+V1404 DMS v2.03

❑ ^+V1405 VIRTUAL UTILS

❑ ^+V1416 EYE OF THE BEHOLDER

❑ ^+V1417 BANNER V1.5

❑ ^+V1418 VIDEO TEST SYSTEM

❑ ^+V1420 SIGNITUR CREATOR

❑ ^+V1422 BANK MANAGER

❑ ^+V1423 TELETEXT V1.2

❑ ^+V1424 PROGR. DESIGNER

❑ ^+V1425 MAGINE IMAGES

❑ ^+V1428 FOOTBALL LEAGUE

❑ ^+V1430 N.D.U.K V37 (4) Programming Tools. Portions of the Commodore Native Developer Update Kit that can be licensed for separate distribution. Includes the fd files, libraries, startups, C include files, and tools.

❑ ^+V1435 GAME WARPER This program is a utility which provides hacks for 10 of the most favourite games and a special facility for entering customised pokes into games. This utility requires an Amiga with a (020 (or better) processor and at least 2Mb of RAM. By D.C.Taylor. 020 version

❑ ^+V1436 ABANK V1.0 It is about to easely manage accounts. This software holds numerous options which are detailed in the documentation (in ASCII format and in AmigaGuide format). It's compatible from 1.2 to 3.0 systems.

❑ ^+V1437 FOOTBALL ICONS Icons to found on this disk are: All the teams at this years World Cup Finals plus a whole lost of loosers who didn't

❑ ^+V1438 WB 3.0 SCREENS II

❑ ^+V1439 DOS REFGUIDE V1.0

❑ ^+V1440 DATAMASTER

❑ ^+V1441 ROME [GCSE LEVEL]

❑ ^+V1443 HCE V1.0 (2)

❑ ^+V1445 SPK & SPELL MATHS

❑ ^+V1450 APLUSPLUS V1.01

❑ ^+V1462 AMIGA FAX V1.4

❑ ^+V1467 AWARD CONSTRUCT

❑ ^+V1468 GAMES HD INSTALL

❑ ^+V1471 (AGA) GATHERING 1994 GRAPHICS PACK 1-6

❑ ^+V1479 NEXT GENERATION WB

❑ ^+V1506 PAINT-IT! V2.0

❑ ^+V1509 PRO-GAMBLE V1.0

❑ ^+V1512 256 COLOURICONS

❑ ^+V1513 SCION V3.13

❑ ^+V1514 ABC PATTERNS

❑ ^+V1516 TERM V4.0 (2)

❑ ^+V1518 APOLLO 11 (2)

❑ ^+V1522 VIRTUAL WORLDS

❑ ^+V1523 RELOKICK V1.41 Howdi doodlely doooo Amiga freaks! It's ANOTHER(!) version of ReloKick.

❑ ^^ V1532 RAYTRACED ALIENS HAM of a Profiles of the Alien.

❑ ^^ V1534 ICONIAN V1.97 An icon editor with all the functions of IconEdit under OS3.0, plus more. Features: Support for sizable windows and custom fonts

❑ ^^ V1535 (AGA) JPEGAGA Highest quality JPEG viewer (if a map-file for that picture is available) uses the HAM8-mode

❑ ^* V1537 MAGICCX V1.0 Tthe definite commodity/system enhancer for any Amiga running OS 2.x or better.

❑ ^* V1538 MASS ICON ALTER allows manipulation of many icons all at once.

❑ ^* V1540 TIMEGUARDIAN is a program package with which you can easily start events, that have to be done at certain times or dates on your computer.

❑ ^* V1541 VMEM V & VMM

❑ ^+V1542 (AGA) SIRD. STEREOGRAM GENR V3.8

❑ ^+V1544 MANAGECOPICS

❑ ^+V1546 MN3A v1.2

❑ ^+V1548 PRO-WIZARD V2.0

❑ ^+V1552 MUI v2.2

❑ ^+V1554 I.B.M (2)

❑ ^+V1556 IMAGE STUDIO v1.1

GAME DISKS

❑ ^+1060 STAR TREK: TNG

❑ ^+1081 ULT STAR TREK

❑ ^+1073 TETRIS ORIGINAL

❑ ^+3040 TETRIS (AGA)

❑ ^+3075 18 HOLE GOLF

❑ ^+3287 ROAD TO HELL [2Mb]

❑ ^+3310 STARBASE 13

❑ ^+3370 DIGITAL TETRIS

❑ ^+3436 MOTOROLA INVADA

❑ ^+3454 (AGA) KLONDIKE

❑ ^+3619 GNU CHESS 4.0

❑ ^+3766 SMASHING TETRIS

❑ ^+3803 A DAY AT THE RACES

❑ ^+3804 (AGA) MEGABALL

❑ ^+3814 HIGH OCTANE!

❑ ^+3819 (AGA) TO THE DEATH

❑ ^+3820 DOG FIGHT

❑ ^+3829 TANK COMBAT

❑ ^+3839 GEORGE GALAXO

❑ ^+3841 KRILLIAN INCIDENT ... the known galaxies defending outposts from certain factions of the race called the Krill. similar to games such as Elite and Epic.

❑ ^+3844 MOOSE DRIVE Driving simulator that is shown isometrically on the screen. cars are all three dimensional. Good game in which you not only race against the ever improving computer cars but also customise your car with new parts.

❑ ^+3846 TANX 'N' STUFF The screen is divided into four and then each player drives his or her tank around the countryside in search for the other three tanks which must be destroyed.

❑ ^+3853 TROOPER Shoot'em up in which you must fend off an infinite supply of enemy attack craft which, if allowed close enough, will open fire on you. Good graphics.

❑ ^^ 3864 (AGA) MISSILES You must defend your city of Xenon in this futuristic nuclear war game. First purchase all the weapons and defences that you need, then you have to shoot down the waves of enemy missiles which come in all shapes and sizes. Superb graphics & sound. (2)

❑ ^^ 3885 IMPERATOR A strategy game for one player in which you must conquer the world. Contend with barbarians, plagues, rival empires and your own commanders.

❑ ^+3897 TASKFORCE

❑ ^+3904 SOLAR LORDS

❑ ^+3909 TOOLBOX

❑ ^+3914 (AGA) BEETLE

❑ ^+3915 STEEL DEVILS (K)

❑ ^+3918 STEWARDS ENQUIRY

❑ ^+3919 MINESWEEPER

❑ ^+3920 TIMELESS EMPIRE

❑ ^+3936 DEEPSPACE V1.6

❑ ^+3938 GLADIATOR V1.0

❑ ^+3939 IMPERIAL V2.65

❑ ^+3940 DUALMAZE V1.3

❑ ^+3942 PLANET FALL AGA

❑ ^+3944 MOONROCKS

❑ ^+3945 SPHERES OF INFLUENCE

❑ ^+3946 MIND GAMES 4

❑ ^+3947 FOOTBALL MANAGER

❑ ^+3948 SENSITIVE

❑ ^+3949 INDUSTRIAL ESPIONAGE

❑ ^+3950 SPLOGGY

❑ ^+3952 (AGA) KLONDIKE EXTRA CARDS 3-7 (5)

❑ ^+3958 (AGA) TETRIS DUEL ... only. The graphics are very good and so is the gameplay. There are a few extra features such as bombs and other things that drop down instead of the normal blocks.

❑ ^^ 3959 (AGA) KNOTTY This AGA game involves the simple rearranging of a picture that has been divided up into thirty six sections. The graphics are very good and the game is quite tricky.

❑ ^+3964 SUPERLEAGUE 3 This is a utility for compiling and storing football results. It allows you to build up a league and or cup database easily and then allows easy access to all the information.

❑ ^^ 3968 ERIC SCHWARTZ MORPHY THE MAGIC MAN AGA This AGA version has even better graphics but needs twice the memory. (4Mb)

❑ ^+3969 OVERLANDER Moonbuggy. You take control of a moonbuggy and must navigate the planets surface whilst shooting both ground and air targets.

❑ ^^ 3971 (AGA) BACMAN This game is an AGA pacman clone which uses the full 2 meg of your machine. Not very exiting, quite good graphics.

❑ ^^ 3972 ZOMBIE APOCALYPSE 2 This is the sequal and it is better. With improved graphics and sound effects this game is even more gorey than it's origanal.

❑ ^+3973 KNIGHTS

❑ ^+3974 BUCK TOOTH BOB'S JUNGLE ADVENTURE

❑ ^+3975 AUTOMOBILES

❑ ^+3976 PEEBEE

❑ ^+3977 Q-BIC

❑ ^+3978 SPACE TAXI

❑ ^+4000 TRICK OR TREAT

❑ ^+4006 SCHNEITZ

❑ ^+4007 STARWOIDS (2)

❑ ^+4010 (AGA) KLONDIKE CARDS 08 [STAR TREK]

❑ ^+4016 DUAL-4-MAT 03 (3)

❑ ^+4056 ARCHY'S MINIDASH

❑ ^+4066 THE DUNGEONS OF MORIA v1.2.0

❑ ^+4067 DYNAMITE WAR V2.0

❑ ^+4068 ICE PRINCESS V1.4

❑ ^+4070 ROACHFARM V1.0

❑ ^+4071 CITADEL SPACE EMPIRE

❑ ^+4072 3D DUNGEON TEXT (V5.0) This demo enables you to walk through a 3D dungeon. All walls are realtime texturemapped and shaded. The ECS version uses 64 colors. The AGA version uses 256 colors. Author John Hendriks.

❑ ^+AS159 DRIVING MANIACS Best racing game ever seen on PD with solid 3d graphics including Scenery, Track and car details

❑ ^+4076 ANTWARS V1.9 Puts you in the shoes of an ANT who must try and destroy the anemys ant nest. Tactical.

❑ ^+4084 ULT.FRUIT MACHINE Althought the graphics are simple the gameplay is highly addictive and realitic. Good Game.

❑ ^+4085 DEPTH CHARGE is based on an old arcade game in which you control an subarine destroyer. Destroy subs.

PAYMENT DETAILS

Make Cheques, Postal Orders (not crossed), Euro cheques & Bankers draft's out to PD-SOFT. Credit Cards & switch cards (min order on switch of £15.00) can be used. Oversea's Cheques Must be Drawn on a UK Bank (No oversea's Postal Orders). For fast despatch Cleared funds only.

ORDERING BY POST

Please tick the boxes to the left of the disk numbers with a Pen, Hi-Lighter or just outline the disk (s) you would like to order. Hand written orders are also accepted. Orders with cleared funds will be sent by 1st class post.

PD & SHAREWARE

The Disks contained within this advert are Public Domain or Shareware unless otherwise stated. Please remember that the cost you pay us is for the duplication & handling costs incurred, not for the programs or the contents of the disk(s). Remember that Shareware is not FREE and if you like it, Register it

OVERSEA'S ORDERS

Please add £2.00 to the our normal postage charges to cover the extra Airmail costs.

DISK PRICE'S

(£2.00 @ disk)	5	Disks	£10.00+£1
(£2.00 @ disk)	6	Disks	£12.00+£1
(£2.00 @ disk)	7	Disks	£14.00+£1
(£2.00 @ disk)	8	Disks	£16.00+£1
(£1.57 @ disk)	14	Disks	£22.00+143p
(£1.42 @ disk)	24	Disks	£34.00+245p

COLLECTING DISKS

PDSOFT: Unit 2, 6-8 Durham Road, Southend-On-Sea, ESSEX, SS1 2YD.

Your Name | Tick if you have ordered before.

Address

Post Code | Telephone No (Day time number)

Card Card Number (Switch by phone only) | Expiry Date

I am ordering from: Name of Magazine | I enclose cheque/PO (or please charge my card) for £

THAT BIT BETTER THAN THE REST

17 BIT SOFTWARE Est. 1988

55,000 MEMBERS!!

FOR THE BEST IN PUBLIC DOMAIN & CD ENTERTAINMENT, NO-ONE ELSE COMES CLOSE!

IMAGINE...
CRAIG COLLINS PRESENTS...

The Imagine Video Collection #1
This 20 minute long Hi-Grade Video contains all of Craig Collins animation works to date, specially enhanced with digital sound for this unique collectors video. Not to mention the 3 superb animations created especially for this production!
"I'd seen Spacewars before and thought it was OK, but this was incredible."
"If you can't afford it, sell all your non essential organs!...An absolute stonker..."
"Moody, Mean, Grungy & Suspense Laden..."
AMIGA SHOPPER ISSUE 42, OCT 94. 93%
Get yours NOW! £12.99 + 75P P&P

NB AMOS!

The Diskmag for all Amos Users is now on its 7th issue! Each magazine is on 2 disks and costs £4.50! Plus 50p Postage.
Packed each month with hints and tips on how to get the most from Amos!

SPECCY!

Spectrum Games Pack II Now Available!
6 disks containing even more nostalgic games that will make you want to rush out and buy one! NOT!
Only £7.95 + 50p Postage and Packing!

T.F.F

Don't be without the essential disk mag for Star Trek fans everywhere! This highly acclaimed OFFICIAL Star Trek Mag is supplied on 4 disks for £6.95 plus 50p Postage and Packing!
Issue 7 Now In!

OFFER

For a limited period, Spend £40.00 or more on public domain software (not CD's or Licenceware) and we will send you a full price commercial game free and gratis!
Hurry! Stocks wont last!

CD ROM

17 BIT COLLECTION DOUBLE CD £34.99
1700 of our own disks from 1 to 2300. De-archive disks onto floppy automatically from an easy to use menu. Superb for beginners!
17 BIT CONTINUATION (DISK 3) £19.99
More 17 Bit disks from 2301 to 2800 and the entire Assassins games disk collection up to disk 140! Even includes a full menu & search for disks 1 & 2!
AMINET III JULY 94 EDITION £19.99
Over 3500 Amiga programs from the Internet, including games, utils, demos, modules & graphics.
AMOS USERS CD £19.99
The entire Amos library on one CD! Includes Source, Sprites, Samples, Music Banks and much more!
CDPD VOLUME 1 ON OFFER AT £17.99
Fred Fish F001 to F660 & other miscellaneous files.
CDPD VOLUME 2 £19.99
Fred Fish F661 to F750 & other misc. files.
CDPD VOLUME 3 £19.99
Fred Fish F751 to F890 & other misc. files.
CDPD VOLUME 4 £19.99
Fred Fish F891 to F1000, Imagine objects, complete GNU C++ Compiler, AM/FM mags to issue 18, Adobe & Bitmapped fonts and loads more.
DEMO CD 1 SPECIAL OFFER AT £17.99
650Mb of older demos & anims etc.
DEMO CD 2 £19.99
Another 650Mb of demos, music and anims.
EMERALD MINES – CD ONLY £14.99
10,000 levels (Yes! Count em!) of classic Emerald Mine games!
EUROSCENE 1 CD £14.99
Late 93 & early 1994 European releases make up this superb collection for all demo & module fans!
GIFS GALORE CD £19.99
5000 high quality 256 colour Gif pictures, covering 40 subjects.
LOCK N LOAD CD £19.99
1000 Public Domain games ready to run.
MULTIMEDIA TOOLKIT CD £19.99
Everything you need for multimedia applications. Fonts, Clipart, Music, Sound Effects, Samples & Pictures.
NETWORK CD £14.99
Connect your CD32 to your Amiga for complete CD access! Includes network software and a host of other useful programs.
NETWORK CABLE £19.99
Link your CD32 to your Amiga via this cable which includes a keyboard passthru. Best used with Network CD (above).
PROFESSIONAL FONTS CD £19.99
For serious DTP users, this CD contains 162Mb of PCX, GIF, EPS & TIFF Clipart along with 320Mb of Adobe, Compugraphic & True Type fonts plus a large collection of colour IFF fonts & CG Clipart.
SOUNDS TERRIFIC DOUBLE CD £19.99
Two CD's full of music modules and sound samples! Would take weeks to listen to!
SPACE AND ASTRONOMY CD £19.99
Over 1000 superb 256 colour pics of our solar system and other space objects along with over 5000 NASA texts!
VIDEO CREATOR ON OFFER AT £32.99
Combine anims & GFX to create your own rave videos! Over 1000 images included!
WEIRD SCIENCE FONTS CD £9.99
Contains over 18,800 files in 900 directories! Font formats include Adobe, CG, bitmap, IFF & coloured, Postscript, Pagestream & Prodraw, Truetype & PCX, Calamus & GDOS. A truly magnificent collection of fonts.
WEIRD SCIENCE CLIPART CD £9.99
This CD contains over 26,000 files of Clipart in the following formats. Bitmapped IFF, Coloured IFF, Proclips, Pagestream & Pagesetter, EPS, IMG & Coral Draw format!

COMING SOON!

Watch out for 17 Bit Phase 4, due for release shortly and the LSD Compendium Deluxe Vol 1. Pre Order your copies now for £19.99!

PUBLIC DOMAIN

3348 ROBS HOT STASH 12
They keep coming!
3347 ROBS HOT STASH 11
You Love Em!
X3346 SPECTRUM EM. V1.3
AGA Machines only Emulator.
3345 AWARD MAKER 2
Design & print merit awards.
3344 PANASONIC STUDIO
Got a Panasonic? Get this!
3343 EPU DISK STAKKER V1.63
Doubles hard drive space.
3342 (AB) MAGIC WB EXTRAS
Extra icons for Magic WB.
3341 FINAL WRAPPER
Wraps text for Final Writer
3340 (ABC) TERM V4.0
Superb comms package!
3339 LOST PRINCE DEMO
Demo of the CLR game.
3338 PICTURE MATHS
Answer questions to build pics.
3337 (ABCDE) CHARLEY CAT 10
'Jap Cat Japes' 2Mb animation.
3336 (AB) TIME ZONE
Point & click adventure.
3335 LOCK OUT V2.1C
Prevents access to hard drives.
X3334 BETTY PAGE CARDSET
Another Klondike AGA Cardset.
X3333 STARTREK CARDSET
Yet another Klondike cardset.
X3332 GIF BEAUTIES 18
X3331 GIF BEAUTIES 17
X3330 GIF BEAUTIES 16
X3329 GIF BEAUTIES 15
X3328 GIF BEAUTIES 14
X3327 GIF BEAUTIES 13
X3326 GIF BEAUTIES 12
X3325 GIF BEAUTIES 11
Loads more lush lovelies!
3324 RELOKICK 1.41
Improved degrader.
3323 COLONIAL CONQUEST II
Strategy/Conquest Game.
3322 JAPANESE LANGUAGE
Hiragana, Vocab & Wordaday.
3321 (AB) JAPAN DICTIONARY
2 Disk Drives required.
3320 PRODRAW GENIES
Loads of useful Genies!
3319 AMICOM V2.1
Packet radio terminal program.
3318 PGP V2.3
Controversial Encryption Prog.
3317 (AB) BLUES SYMPHONIE
Nice Blues music disk.
X3316 STELLAR DEMO
2Mb Fast RAM required!
3315 DESKTOP MAGIC
Modular Screenblanker.
3314 FRUIT MANIA DEMO
Shareware fruit machine game.
3313 SUPERLEAGUE V3.51
Football/Rugby League Editor.
3312 KIDS DISK 5
3 Educational progs for kids.

3311 MARTIAL SPIRIT DEMO
Shareware beat em up game!
3310 PRO GAMBLE V1.0
Horse Racing Predictor.
3309 THE GREAT GOLD RAID
Classic Vic 20 conversion!
3308 SCOTTISH FOOTBALL MANAGER
Manage your own teams!
3307 ACT OF WAR MISSIONS
More extra missions!
3306 SOLO ASSAULT
Shades of Wing Commander here!
3305 MARBLES
Good puzzle game!
3304 SEED OF DARKNESS
1Mb Adventure game.
3303 REVENGE ANIMATION
2Mb hedgehogs get revenge!
X3302 NLP RENDERSHOW
Superb AGA rendered pictures.
3301 PAINT IT
Kiddies art package.
3300 CG FONTS VOLUME 11
Even more CG fonts!
3299 CYBERPUNK NOW ISS.2
Cyberpics & stories!
3298 THE MAD PREACHER
Superb rave preachy demo!
3297 ACCOUNT MASTER V3C
Very popular accounts prog.
3296 NANO FLY
Nice Shootem up.
3295 ASI AUDIO MAGIC 7
Another load of audio utils.
3294 ASI MULTIPRINT 4
More Assassins print utils.
3293 EDUCATIONAL COMP
Morse, French & kids education.
3292 LOAN & ACCOUNTS
Great compilation of progs.
3291 DFA
Great address book! HD req.
3290 RECIPEBOX/VIDEOBASE
Recipes & video databases.
3289 VIDEOMAXE V4.33
Best ever video database!
X3288 BACMAN
AGA Pacman, Superb!
3287 (AB) WRESTLING
2 disk drives required. Good!
3286 DRUM LOOPS & SAMPLES
3285 ANALOG BASS SAMPLES
3284 GUITAR SAMPLES
3283 121 DRUM SAMPLES
3282 DRUM LOOPS AND SAMPLES
3281 LEAGUE SOCCER CARDS
A different soccer cards game.
3280 (AB) AMIGADEUS
Mozart by Rob Baxter.
X3279 (AB) MECHANETIX II
Alien science AGA slideshow.
3278 XENOMORPHS
Playable game demo, Good!
3277 ANTWARS V1.9
Superb shareware game!
3276 THE SUMMONING
Shareware adventure game.

3275 CHARLIE CHATTERBOX
Shareware game, like Splatt!
3274 AMOS EXTENSIONS
For Amos & Amos Pro.
3273 TELESUBTITLE
More video titling stuff.
X3272 (AB) CHANNEL Z #6
A1200 owners Disk Mag.
3271 TIME GUARDIAN
Starts automatic timed events.
3270 TRICK OR TREAT
Superb 3D maze game. 2 players!
3269 INSANE DEMO
Another nice demo. Nice GFX.
3268 CCCP DEMO
Rave Alert!
3267 (AB) STARWOIDS
Superb Thrust/Asteroids game.
3266 MAGIC WB EXTRAS
More Magic Workbench icons.
3265 SPECTRUM EMULATOR 2
New improved & latest version.
3264 YABBA DABBA DOO
Flintstones clipart.
3263 WORKBENCH 2 TUTOR
Superb Workbench tutorial.
X3262 (AB) MOVIE GUIDE
AGA movie database. HD required.
3261 KNIT & VIDEOMAXE
Create knitting patterns.
3260 BOWL SECRETARY
Ten pin bowling scorer.
3259 TOUCH GO/ART SCHOOL
Demo versions of Licenceware.
3258 FORTRESS & K. MASTER
F1 Licenceware demos.
3257 AFAX
Amiga Fax Software.
3256 CGFONTS #10
Another load of CG fonts.
3255 CGFONTS #9
Even more CG fonts.
3254 (AB) MAG. E ISSUE 4
Cult SCI-FI Disk Mag.
3253 SENSITIVE
Hard to describe puzzle game.
3252 BLACK DAWN 2
Dungeon Master clone. Great!
3251 THE GOLFERS GUIDE
Hilarious golfing animations. 1.5Mb.
3250 ABANK DEMO
Accounting software.
3249 GAMES GALORE 18
Another great games comp!
3248 GAMES GALORE 17
Another in the G. G series.
3247 FONT FARM 14
60 bitmapped fonts.
3246 FONT FARM 13
More bitmapped fonts.
3245 ASI AUDIO MAGIC #8
More Assassins music utils.
X3244 ELLIE MCPHERSON
Cardset for Klondike AGA.
3243 (AB) APOLLO 11
Hyperbook educational set.
3242 ROBS ROCKERS #2

ORDERING

BY PHONE
(01924) 366982
BY FAX
(01924) 200943
All Major Cards including SWITCH

POSTAGE RATES
Please add 50p for all UK Orders. Europe please add 10%, Rest of World add 20% of total value of order

BY POST
Please send Cheques/PO's to:-
17 BIT SOFTWARE
1st Floor Offices,
2/8 Market Street, Wakefield,
West Yorkshire WF1 1DH

DISK PRICES
1 to 10 Disks £1.50 Each
11 to 20 Disks £1.25 Each
21 Disks or more £1.00 Each
1 FREE WITH EVERY 10 YOU BUY!
(AB) Etc Denotes Multiple Disk Title.

PD Demo Zone

In this month's exciting episode of Demo Zone, Steve McGill demystifies the world of 3D and movies and discovers three outstanding examples of Amiga animation.

There's an inkling of a hint of a suggestion of an implication that this month's Demo Zone has an ever so slight 3D theme to it.

There's one grab-your-retinas-out-of-your-eyeballs-and-massage-silkily-with-fluorescent calamine lotion, 256-colour ray-traced spacecraft demo. Another obscure surrealistic monochromatic inner-space travelogue with a couple of flaws worth mentioning. And last, but most definitely not least, I've been looking at an incredible 20-minute long video featuring the work of Craig Collins, the man responsible for this month's *AF* cover and one of the hottest new talents currently working in the Amiga scene.







The first demo to be dragged out of the non-material magnetic ether is aptly titled ***Trip In A Vein*** (Club1200). Generated by Jonathon McBrien of Digital Retina, you need at least five meg of memory to run it. A hard drive is desirable but not



CRAIG COLLINS: His video can't strictly be called PD, but we felt that his technical and artistic prowess deserved some space on these pages. Check it out.

essential. *Trip In A Vein* features a tiny compact spaceship travelling down an incredibly clean-looking vein, which may just have something to do with the choice of title.

Anyway, we've included 16 frames from this 71 frame extravaganza to give you more of an idea of what it looks like. In the section with the most action, the ship has to roll evasively to avoid some plasmatic detritus travelling toward it on a collision course.

There's no denying that it looks similar to some of the tunnel sequences from *Microcosm*. No





TRIP IN A VEIN runs for 71 frames. The 16 illustrated above contain the most action of the whole animation. A hostile piece of detritus (probably a white blood cell) followed by





mean feat considering the accolades heaped on that 3D graphic overdose. In the ReadMe file attached to the first of the seven disks, Jonathon states that he hopes to have another ray-traced animation ready by the end of September. If it's anywhere near as impressive as *Trip In A Vein*, it'll be well worth the wait. How about cobbling a video together Jonathon?

Talking of videos, everyone and anyone interested in 3D work should check out the Craig Collins video called ***The Imagine Collection*** from 17 Bit. It features several animations and animated miniature movies that have all been rendered with *Imagine*. There are several one-off look-at-me animations such as *Dolphins* and *Sunset And Blue Jets*. They only last for about three seconds, but due to a simplistically effective loop the running time is long enough for the casual viewer to take in the detail.

Both of these works were among the first animations Craig created. His latent talent was immediately obvious then. Now, that talent has flowered into slick, impressively entertaining professional productions.

The transfer to video tape is a real winner. For example, with *Mean CD Machines*, the original release was mute. The piece bursts to life with the addition of sound. Three cars line up on a grid. Each one represents a CD console – CD-i, Mega CD and CD^{32}. The engines roar into life with explosive ferocity and the race is on. No prizes for guessing which console wins.

Another animated movie on Craig's video worth note is *Aliens 4 – The Survivors*. Everyone in the office was impressed by this one. The basic plot is that the company revisits Archeron to scout for some aliens. Cue a tense walk through the complex. Various camera angles are employed that would probably cost a fortune if they were used in real life and the mini-movie eventually ends with a less than happy shot of several aliens suspended in life support vats.

Craig Collins' artistic and technical skills seem to improve with every animation and should inspire anyone who is interested in animation or 3D work with *Imagine*.

What's more, the really encouraging aspect to all this is that the movies were put together using consumer equipment – no single frame controllers or professional decks in sight. Oh, and something else that some coders should take note of is that the credits are placed at the very end of the production. So you only have to pay attention to them if you want to.

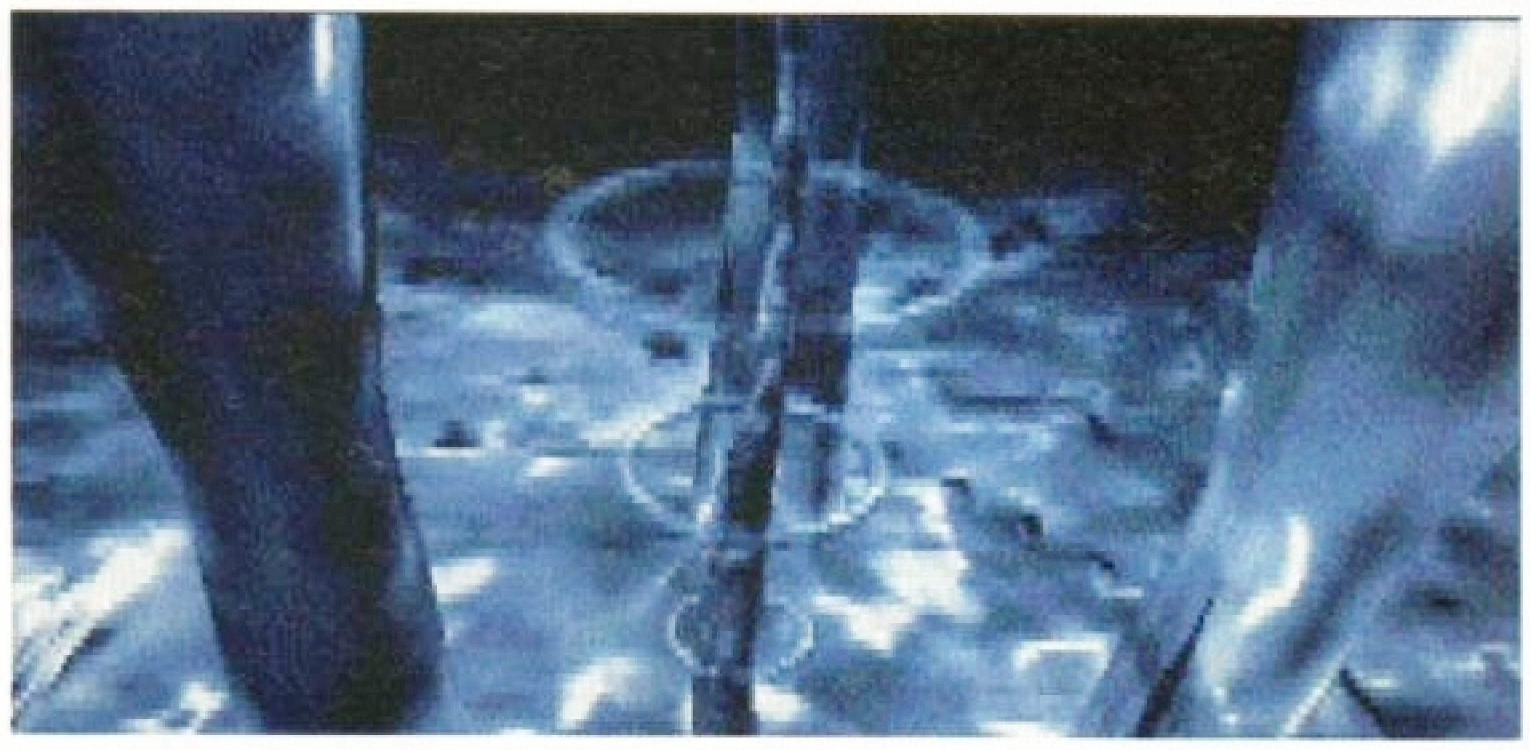
And yes, they were worth taking notes on. Craig Collins' video is available through 17 Bit at a slightly pricey £12.99. Rest assured though, a royalty from every unit sold will wheedle its way into Craig's pocket.

Another ray-traced journey, ***Breathtaker*** (Cynostic), coded by Virtual Dreams isn't as pretty as *Trip In A Vein*. It lasts longer though and features some neat, verging on tight, cutting and camera tracking.

In one particular instance, the craft at the centre of the piece embarks on a flythrough toward the centre of a surreal landscape dominated by a large edifice resembling a navel. The camera zooms as the craft travels forward creating an almost genuine feeling of speed and acceleration. Unfortunately, *Breathtaker* suffers from a common detraction associated with the Public Domain demo scene – an in-your-face, totally unsubtle pre-announcement of the forthcoming effects. In *Breathtaker's* case it's a motion-blurred Gouraud shaded mask. It bears no relation at all to the rest of the demo, so it looks a bit silly and completely out of place.

Maybe this style of presentation makes someone somewhere ooh and aah in wonder. Personally, I'd expect a ReadMe file with details of the effect or some hard information at the end of the demo. That way interested parties can actively seek out the info and take notes.

Craig Collins' video should be actively searched out by the coders of *Breathtaker*. They'll learn a lot from it in terms of pace, narrative and entertainment. The sooner they do, the better because any videos they release will be something to look forward to.



BREATHTAKER: Smooth, flowing camera zooms, pans and tilts ensure an air of excitement in *Breathtaker*. Shame about the interruptions though.

TOP 10 DEMOS

The kind supplier of this month's top 10 demo chart is:

VIRUS
0924 366982

1. Big Time Sensuality AGA
2. Love AGA
3. Full Moon AGA
4. State Of The Art
5. Jesus On E's
6. Please Release Me
7. High Spot Funky Dancer
8. Pygmy Projects – Extensions
9. Kefren's Desert Dreams
10. Neural Assault

WHERE TO GET THE DISKS IN THIS ISSUE

CYNOSTIC, Office 01, Little Heath Ind Estate, Old Church Road, Coventry.
Tel: 0203 681687

17 BIT, 1st Floor Office, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH.
Tel: 0924 366982

EPIC MARKETING, First Floor Offices, Victoria Centre, 138-139 Victoria Road, Swindon, Wiltshire SN1 3BU.
Tel: 0793 490988



a molecule of some kind means that the ship has to take evasive action. The motion is smooth, it features 256 colours and it's a credit to the author Jonathon McBrien.

AMIGA SUPPLIES

0442 233393 CALL 0442 233393 CALL 0442 233393 CALL 0442 233393

AMIGA 1200

Superb Xtra Value Packs includes on site warranty, free software and mouse mat.

	Race & Chase	Innovations
No Hard Drive	£279	£324
85 Mb Hard Drive	£422	£467
120Mb Hard Drive	£469	£514
250Mb Hard Drive	£489	£534
340Mb Hard Drive	£519	£564
540Mb Hard Drive	£599	£644

HARD DRIVES

All our Hard Drives are preformatted and partitioned, complete with cable, fitting instructions and setup software.

85 Mb Hard Drive	£149
120Mb Hard Drive	£179
250Mb Hard Drive	£189
340Mb Hard Drive	£219
540Mb Hard Drive	£269

Fitting service includes UK wide door to door courier collection and delivery **only £15**

NEW 1 Gigabyte (1024Mb) Hard Drive **only £599**

A1200 MEMORY

Viper 68030 Range

Full 030 with MMU running at 28Mhz/upto 50MHz FPU/will accelerate your A1200 by over 400% making it faster than the A4000/030 and some floating point operations are faster than even the A4000/040 can handle

Viper 0Mb/no FPU	£154
Viper 2Mb/no FPU	£234
Viper 4Mb/no FPU	£304
Viper 8Mb/no FPU	£469

Fast 68882 Co Processors
20Mhz £24
33Mhz £59
40Mhz £79
50Mhz £119

MONITORS

Philips 8833 Mk II	£224
Philips Mtr Scart	£189
Multi Sync High Res Microvitec 1438 with Stereo Sound	£284

MULTI-SYNC COLOUR 0.28 PITCH MONITORS
Professionally refurbished. With stereo will display ALL. Amiga graphics modes. **£194**

MODEMS

All our modems are complete with Amiga and PC communication software plus Computer and BT cable. 2 years warranty.

Faxlink 2400/9600 bps Fax	£79
Faxlink 14400/57600 bps Fax	£179

INTERNET THE COMPLETE REFERENCE
The most comprehensive guide available includes more than 750 resources plus 1 MONTHS FREE ACCESS to the INTERNET only ... **£23.95**

A1200 CD-ROM

CD32/Kodak compatible
Plugs into PCMCIA port
Dual Speed
Reads CD32, PC(ISO9600), Audio and Mac (HFS) CDs

COMPACT disc DIGITAL AUDIO

ONLY **£189**

FLOPPY DRIVES

A500/A1200 High Quality External Drive	£54
A500 Internal Replacement Floppy Drive	£44
A1200 Internal Replacement Floppy Drive	£49

SIMM MEMORY

1Mb Simm A4000	£38
2Mb Simm A4000	£96
4Mb Simm A4000	£129
8Mb Simm A4000	£259

1Mb by 8/9 Simm ONLY **£34**

A500 MEMORY

A500 0.5Meg	£12	A500 1.5Meg	£79
A500 0.5Meg+Clock	£14	A500plus 1 Meg	£29

SPECIAL OFFER A500 2Mb ChipMemory only £124

POWER PACKS

More powerful than the original

A500	£39	CD32	£42
A1200	£39	A590	£42
A600	£39	GVP	£42

SCANNERS

Power Scanner V4	£116
Power Scanner V4 + OCR	£136
Power Colour V4	£236
Flat Bed Scanners	£POA

A600 MEMORY

A600 1 Megabyte Trapdoor upgrade	£34
A600 1 Megabyte Trapdoor + clock	£39
PCMCIA slot 2 Meg upgrade	£108
PCMCIA slot 4 Meg upgrade	£158

SPARES

Hi Resolution Denise 8373	£18
8372 Fat Agnus	£39
Gary Chip DIL	£17
Paula Chip DIL	£19
A500 Modulator	£35
RF TV Lead	£ 4
Mouse	£14
A1200/4000/600 chips	£call
Keyboard replacements & parts	£call

Full range of leads also available

WORKBENCH & ROM WRAPPERS

2·04 KickStart Chip	£19
1·3 KickStart Chip	£19
Automatic KickStart Switcher	£18
2·04 KickStart + Automatic Switcher	£35
1·3 KickStart + Automatic Switcher	£35
WorkBench Manual + Discs	£49
Complete Kit includes 2·04 KickStart Workbench Manuals + Discs	£65

CONSUMABLES

Total Branded DD Disks (10off)	£ 6
Quality unbranded DD Discs (50off)	£15
Disc Box 50 Capacity	£ 4
Disc Box 100 Capacity	£ 6
Disk Box 200 Capacity	£12
Mouse Mat	£ 3
Printer Paper (500 cut sheets, laser quality)	£ 5
Printer Paper (2000 sheet tractor feed)	£18
Dust Covers A600/500/1200/Monitors	£ 6

REPAIRS

A500	fixed price £39.95*
A1200/600	from £15.00
A2000/1500/3000	from £15.00
Monitors (all makes)	from £15.00
Printers (all makes)	from £15.00
PC's (all makes)	from £25.00
SEGA/Nintendo	from £10.00
Atari ST/E/MEGA	fixed price £44.95*

BANG!

REPAIRS

A Total service from TOTAL COMPUTERS

1) Courier Collection UK wide available at only £7.50
2) All Repairs guaranteed for 90 days.
3) Fully Trained Technicians.
4) Professional Internal/External Valet only £9.00
5) Courier Return Delivery only £5.00
6) Professional Maintenance Contracts available.

Call Now on 0442 233393

*We reserve the right to reject repairs, full charge applies/Fixed price repairs exclude complete drive/keyboard replacements

0442 233393

All prices include VAT
Educational Discounts available
Cheques should carry guarantee number on reverse
No Charge for Normal Delivery

TOTAL COMPUTER SUPPLIES LTD.
123 MARLOWS
HEMEL HEMPSTEAD
HERTFORDSHIRE
HP1 1BB

All trade marks acknowledged. Allow 28 days. 1 year warranty E & OE

A SPECIAL TREAT
Amiga CD32 magazine is the definitive guide to games on Commodore's CD console and comes complete with a Coverdisc packed with game demos for just £5.



PAST MASTERS

For just £5 you can treat yourself to a back issue of *Amiga Format* complete with full Coverdisk programs and the best game demos!



ISSUE 57
The full *Ami-Back* disk utility **WORTH £30**, plus *Ami-Back Tools, Arcade Pool* and *Universe* demos on the Coverdisks.

ISSUE 58
Three Coverdisks: *Music-X* **WORTH £199**, *Pro Vector* **WORTH £100** and *Total Carnage* and *Dozer* demos.

ISSUE 59
The complete *InterBase* program **WORTH £20** plus an exclusive *Syndicate Missions* game demo.

ISSUE 60
Three-disk special featuring the complete *InterSpread* spreadsheet package **WORTH £20**, a great *Demo Maniac* demo and a fantastic *DreamWeb* game demo.

ISSUE 61
Sensational *ClariSSA* animation package (the full program **WORTH £70**), plus game demos of *Wembley International Soccer* and the classic *Apidya* shoot-em-up.

ISSUE 62
Make music on your Amiga with the amazing complete *OctaMED* Coverdisk program **WORTH £30**, and build a motor empire with our fantastic *Detroit* game demo.

ISSUE 63
We give away *PageSetter 2* **WORTH £100**, giving you the power to create your own magazine. Plus, shoot your way through *G2*, a hi-tech futuristic demo from Psygnosis.

ISSUE 64
Video special! The fantastic *TV*Text Pro v1* video titling package **WORTH £129**, plus a special feature on the Amiga and video and an exclusive *Theme Park* Coverdisk demo.

Other great back issues
ISSUE 45: *Dong!* game demo on the Coverdisk, and five free *AF* postcards.
ISSUE 46: *Charlie Chimp* game demo, plus a special *AF* feature on the world of Cyberpunk.
ISSUE 47: *B-17* and *Disposable Hero* Coverdisk demos. We reveal all about the A4000.
ISSUE 48: Sensational *Syndicate* Coverdisk demo, plus an eight-page tutorial on how to create your own demos.
ISSUE 49: *Stardust* and *Genesis* Coverdisk demos, a special feature on 3D graphics, plus joystick and accelerator round-ups.
ISSUE 50: Special 50th issue. We name the top 50 Amiga products ever and we give you a fabulous *Deluxe Music Construction Set 2* Coverdisk.
ISSUE 51: Full *Turbo Print* package **WORTH £50** on the Coverdisk, plus *Skidmarks* and *Second Samurai* game demos and a feature on independent software houses.
ISSUE 54: Complete *SuperJAM!* music package **WORTH £75** on the Coverdisk, plus an exclusive *Cannon Soccer* game demo.
ISSUE 55: We bring you the fantastic full **£50** *Disk Master* disk program and a brilliant Coverdisk demo of the chart-topping graphic adventure *Beneath A Steel Sky*.

Postage & packing FREE!

Call our order HOTline on 0225 822511

AMIGA FORMAT BACK ISSUES

Please send me the following back issues at £5 each:

☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐ ☐

Name ....

Address ....

....

.... **Postcode** ....

Method of payment:
Access ☐ Visa ☐ Cheque ☐ Postal order ☐

Total amount payable: £________

Credit card no.

Expiry Date ________

Please make cheques payable to: **Future Publishing Ltd.**

SEND THIS FORM TO: AMIGA FORMAT BACK ISSUES, FREEPOST, Cary Court, Somerton, Somerset TA11 7BR.

AF MAG 11/94

☐ Tick here if you don't want to receive special offers from other specially-selected companies

FROM THE MAKERS OF

AMIGA FORMAT *you are here...*



But there's a whole world out there, so...

GET ON-LINE!

"Internet, Modems, and The Whole Comms Thing"

Everything you need to know to go on-line with your Amiga

- How to find your way around Internet, CIX, Compuserve and other major networks
- Bulletin boards: what are they, who runs them, what do they do and how do you set up your own?
- You've got an Amiga, you've got a modem – now how do you make them talk to each other?
- Keep your phone bill down with archived files, off-line readers and a bit of careful planning

PLUS Over £250 to be saved on network registration, software, hardware and on-line services – see vouchers inside!

FUTURE BOOKS PRIORITY ORDER FORM

Name ....

Address ....

.... Postcode ....

Signature ....

Please send me............. Copy/copies of INTERNET, MODEMS, AND THE WHOLE COMMS THING at £19.95 **Order code FLB 122A**

Amount enclosed ....

(Make cheques payable to Future Publishing Ltd.)

Method of payment (please tick one):

Visa ☐ Accesss ☐ Cheque ☐ Postal order ☐

Card number

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date ☐☐☐☐

Tick if you do not wish to receive direct mail from other companies ☐

Now send this form and your payment to:
Future Book Orders, Future Publishing Ltd., Freepost (BS4900), Somerton, Somerset, TA11 7BR.

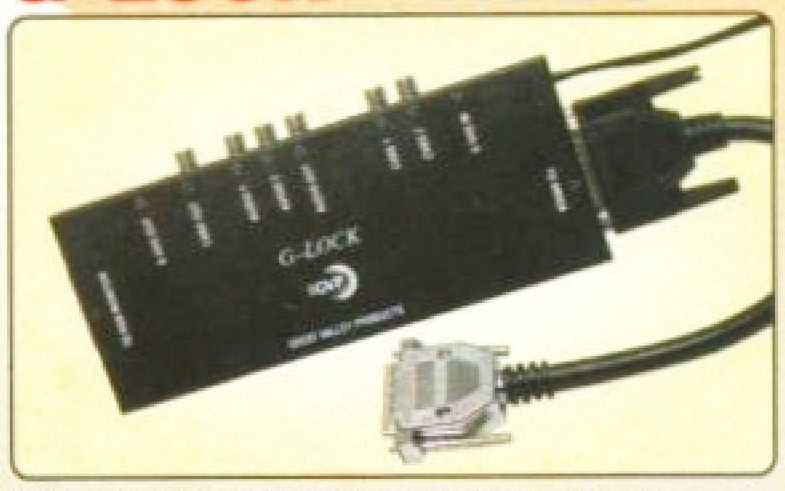
You will not need a stamp when posting this order and postage and packing are free. There are no extra costs. Please allow 28 days for delivery. **AF**

OR CALL OUR CREDIT CARD HOTLINE: 0225 822 511

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS — SEE BOTTOM PANEL FOR DETAILS

GVP WORLD CLASS AMIGA PERIPHERALS — NEW PRODUCTS & NEW LOW PRICES

G-LOCK VIDEO GENLOCK — FOR ALL AMIGAS



This extremely high quality Amiga genlock, from GVP, has an intuition-based software control panel with full ARexx and command line interfaces. It is easy to use and supports most VHS and S-VHS video models. For crisp overlays of scrolling, or static titles, graphics over live video and recording to videotape with high quality results.

AMIGA GOLD 94%

VIDEO: G-Lock's six video control panels enable you to perform a wide array of special effects on still or motion video including:
- Colorizing for unique visual effects.
- Creating your own "Classic" black & white videos using the Colorkill feature
- Colour filter effects
- High-quality keying effects with bitplane or chroma keying
- Manual or automatic (ARexx triggered) fades and cuts

AUDIO: G-Lock's dual-input audio panel switches, mixes and shapes sound for effects such as:
- Combining stereo channels or separate inputs without a "Y" adaptor
- Treble and bass equalization
- Plus, add DSS8+, see below, or any Amiga created/modified digital audio samples to your final mix

- *Simple, Intuitive Mouse-Driven Software Control Panels. Full ARexx, CLI and Workbench Interfaces*
- *Software Selection of 2 Composite Video Inputs or 1 Y/C (S-Video) Input*
- *Simultaneous Composite & S-Video and RGB Outputs*
- *Software Selection or Mixing of 2 Audio Inputs with Volume, Bass and Treble Control*
- *Software-Driven Video Processing Amplifier Offering Complete Real-Time Signal Processing Control, Including Hue, Brightness and Saturation.*
- *Software-Controlled RGB Colour Splitter Compatible with Video Digitizers*
- *Built-in Transcoder Converts Input Video to Composite, Y/C, RGB or YUV Outputs*
- *Full ECS/AGA Support for Full Compatibility with A1200 and A4000 Systems*
- *Compatible with Popular Titling Software like AmigaVision™, Scala-Multimedia 200/210/300™ and Gold Disk's Video Director™*
- *Full Audio Support*

G-LOCK ~~£299~~ **£269** INCLUDING VAT - VID 2500

A1230-II 40MHz & 50MHz ACCELERATORS — FOR AMIGA 1200



The new GVP A1230-II advanced accelerators are available in 40MHz 68030EC and 50MHz 68030 configurations. They can make your Amiga run at least 6½ times (40MHz version) or at least 8½ times (50MHz version) faster than the standard A1200 and feature unique warranty safe module expandability - see right.

MMU OR FPU?
The 50MHz version includes a built-in Memory Management Module (MMU), for more sophisticated memory control. An optional FPU (Floating Point Unit: for faster maths calculations) is available for the 40MHz and 50MHz versions (see below), both have RAM upgrade options (up to 32Mb, see right).

- *40MHz 68030EC and 50MHz 68030 Accelerator*
- *Unique Feature Connector for Module Expansion*
- *Memory Management Unit on 50MHz Version*
- *Optional 60ns 32Mb RAM Upgrade*
- *Battery Backed Clock*
- *Optional 40MHz or 50MHz 68882 Maths Co-Processor*
- *Memory Management and Cache Control Software*
- *Kickstart Remapping Technology*

RAM UPGRADES
The A1230-II accelerator combo has two 32-bit SIMM sockets for easy Fast RAM expansion. The following SIMMs can be used in those slots.
- 1Mb 60ns Fast RAM SIMM - (RAM 3216) - £69 inc VAT
- 4Mb 60ns Fast RAM SIMM - (RAM 3246) - £199 inc VAT
- 16Mb 60ns Fast RAM SIMM - (RAM 3286) - £999 inc VAT

SCSI-II EXPANSION MODULE
- *A1291 - Fastest SCSI Controller Yet*
- *DMA SCSI Design* • *FaaaST ROM Controller*
- *High Speed, Unique DPRC Technology for Direct HD to Memory Transfer*

£59 inc VAT - UPG 1600

NEW LOW PRICES — A1230-II ACCELERATOR

	0Mb RAM	1Mb RAM	4Mb RAM	4Mb RAM + FPU	8Mb RAM
40MHz 68030EC NO MMU	£229 inc VAT - UPG 1240	£249 inc VAT - UPG 1241	£429 inc VAT - UPG 1244	£529 inc VAT - UPG 1246	£629 inc VAT - UPG 1248
50MHz 68030 WITH MMU	£299 inc VAT - UPG 1500	£329 inc VAT - UPG 1510	£499 inc VAT - UPG 1540	£599 inc VAT - UPG 1545	£699 inc VAT - UPG 1580

EGS SPECTRUM 24-BIT GRAPHICS CARD — FOR A1500/A2000/A3000/A4000



TAKES YOUR AMIGA BEYOND AGA!

EGS Spectrum is the answer to all your 24-bit graphics card requirements. It is a high performance, high resolution, 24-bit board that will take any Amiga 1500, 2000, 3000 or 4000 beyond AGA! But the hardware is only half of the picture. Without quality software, your investment will be wasted. Not only does GVP's own award winning graphics application ImageFX fully support EGS Spectrum, but also, using a Workbench driver, nearly all existing Amiga Workbench compatible applications will also work on and support the EGS Spectrum system.

- *2Mb of On-Board Memory* — *2Mb gives higher resolutions & more colours (1600 x 1280)*
- *Programmable Resolutions Up To an Amazing 1600 x 1280 - 800 x 600 in 24-bit*
- *Real-Time 24-bit Display and Graphics Operating System!*
- *High-Performance 24-bit EGS-Paint Package for Professional Painting and Photographic Editing*
- *Amiga-RGB Pass-Through so the Amiga and the EGS SPECTRUM can Share a Single Monitor*
- *Zorro II (16-bit) and Zorro-III (32-bit) AutoSensing for Maximum Performance*
- *Scan Rates Up To 80KHz*
- *80,000,000 Pixels/sec Pixel Display Speed (8-bit)*
- *Workbench driver to run Workbench directly on the EGS SPECTRUM Board, Freeing Up Valuable Chip RAM*
- *Hardware Blitter to Accelerate All GUI Operations, Including the Workbench Driver*
- *System Conforming Applications Can Use the EGS Screenmodes Directly from the Display Database*
- *EGS Requires Kickstart 2.04 or Higher*

2Mb VIDEO RAM ~~£399~~ **£349** INCLUDING VAT - VID 7320

G-FORCE 040 40MHz ACCELERATORS — FOR A3000/A4000



MAKE YOUR AMIGA THE FASTEST IN THE WORLD!

Never before has such a powerful processor been available for the Amiga! The G-Force 040 puts a 40MHz Motorola 040, plus built-in 40MHz 68882 FPU into your A4000 (030 or 040) and couples it with up to 32Mb of super fast 32-bit SIMM memory on the board. The Standard board comes with 4Mb RAM - see left for RAM upgrades.

To further increase memory from the maximum 32Mb available on the G-Force 040 card, add one of the two 96Mb memory expansion boards available - see left. These enable you to take your total memory up to an amazing 128Mb RAM, directly connected to this blazing processor.

For maximum performance, a second optional module will be available soon, for a full 32-bit SCSI2FAST interface, capable of data transfer speeds up to an amazing 10Mb per second!

- *Fast 040 Accelerator + RAM for A3000/A4000*
- *40MHz 68040 Processor*
- *40MHz 68882 FPU Built-in to the 68040 Chip*
- *Make your A4000/030 at least 12 Times Quicker*
- *4Mb RAM Fitted, Expandable to 32Mb on the Board, to a Total of 128Mb via an Extra Card - see left*
- *SCSI-II Fast Optional (Pricing TBC)*

RAM UPGRADES
The standard board has two GVP 32-bit SIMM sockets, one of which is populated with a 4Mb 60ns SIMM. Available options are:
- 8Mb Add 1 x 4Mb SIMM - (RAM 3246) - £199 inc VAT
- 20Mb Add 1 x 16Mb SIMM - (RAM 3286) - £999 inc VAT
- 32Mb Remove 1 x 4Mb SIMM and Add 2 x 16Mb SIMMs - (2 x RAM 3286) - £1998 inc VAT

RAM BOARD UPGRADES
These optional cards have six GVP SIMM sockets to go up to an extra 96Mb. Add that to the maximum 32Mb on the board for a total maximum RAM of 128Mb.

G-FORCE 040 96Mb RAM BOARDS
- 4Mb POPULATED **£399** INC VAT - UPG 0874
- 16Mb POPULATED **£1199** INC VAT - UPG 0896

G-FORCE 040 — 40MHz 4Mb RAM £999 INCLUDING VAT - UPG 0840

8-BIT SOUND SAMPLER — FOR ALL AMIGAS

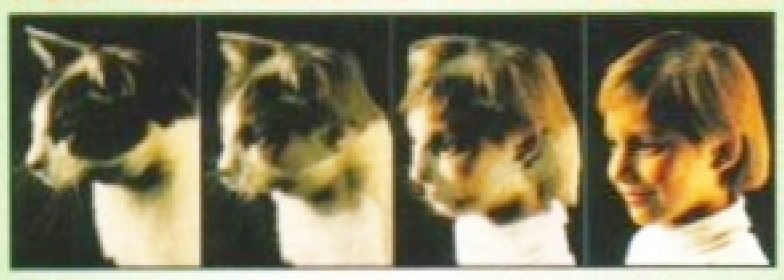


Capture sound from an external source and play it back in stereo or mono on your Amiga. The latest version of GVP's Digital Sound Studio (DSS8+) enables you to create audio effects for use in games or jingles.

- *New Style High Impact, Clear Poly-Carbonate Casing*
- *Simultaneously Holds up to 31 Sound Samples in Memory*
- *Real-time Oscilloscope, Spectrum Analysis, Echo & Reverberation*
- *AREXX Compatible*
- *Microphone Input*
- *.MOD File & MIDI Compatible*
- *FREE Samples Disk*

DSS8+ **£49** INCLUDING VAT - MUS 2510

VIDEO EFFECTS — FOR ALL AMIGAS WITH 3Mb RAM



CineMorph from GVP opens up the world of Morphing, the process of converting one image to another to create dazzling special effects. Currently very popular in music videos and feature films, morphing has become the fashionable video effect to use. Now with CineMorph you can create these stunning effects on your Amiga.

- *Supports the AGA Chipset*
- *Static or Full Motion Morphing*
- *Single Image Warping*
- *Fast Render Times*
- *Renders to HAM-E and DCTV*

CINEMORPH **£15** INCLUDING VAT - ASC 4422

IMAGE PROCESSING — FOR ALL AMIGAS WITH 4Mb RAM



Image FX is a complete solution for all your image creation and editing needs. It has a vast range of facilities, can read and write to many other different file formats and directly controls a wide variety of hardware.

AMIGA GOLD 92%

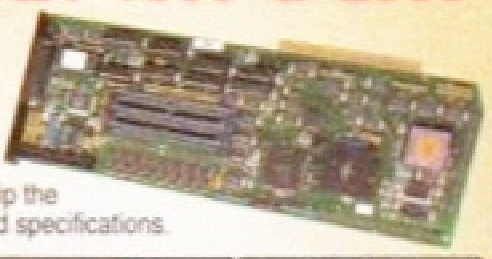
- *24-bit Painting*
- *ARexx Compatible*
- *Virtual Memory Support*
- *Load, Save and Convert to the Following Formats: ANIM, BMP, Clipboard, DCTV, DPIIE, GIF, HAM-E, ILBM, IMPULSE, JPEG, RENDITION, SCULPT, TARGA, TIFF AND MORE*
- *Scanning, Framegrabbing & 24-bit Board Support — Comes with Modules for Several Hardware Devices: JX100, IV24, AGA/AA Chipset*
- *Create Animations*
- *Numerous Special Effects — Edge Feathering, Shading, Alpha Channel, Morphing, Compositing etc*

CINEMORPH INCLUDED! SEE DETAILS LEFT

IMAGE F/X **£179** INCLUDING VAT - ASI 2002

ACCELERATORS — FOR AMIGA 1500 & 2000

FAST! 32-bit TECHNOLOGY



GVP offer a range of accelerators for the A1500/A2000 that outstrip the competition for speed and specifications.

G-FORCE ACCELERATORS	030 40MHz	040 33MHz
Speed MIPS*	12.1	30
Processor	68030EC	68040
Maths Co-Pro.	68882 included	68882 in 68040 processor
Std 32-bit RAM	4Mb	4Mb
Max 32-bit RAM	16Mb	64Mb
Extras	SCSI	SCSI Ser/Par
PRICE	£699 INC VAT - UPG 0430	£999 INC VAT - UPG 0740

*MIPS: Millions of instructions / second, a normal Amiga runs at .67 MIPS

THE SILICA SERVICE

SILICA 1978 1994 — 16 YEARS SERVICE TO YOU

Before you decide when to buy your new Amiga products, we suggest you think very carefully about WHERE you buy them. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
- *TECHNICAL SUPPORT HELPLINE:* A team of technical experts will be at your service.
- *PRICE MATCH:* We match on a "Same product - Same price" basis.
- *ESTABLISHED 16 YEARS:* We have a proven track record in professional computer sales.
- *PART OF A £50M A YEAR COMPANY:* With over 300 staff - We are solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts are available. Tel: 081-308 0888.
- *SHOWROOMS:* We have demonstration facilities at all our stores.
- *THE FULL STOCK RANGE:* All of your computer requirements from one supplier.
- *FREE CATALOGUES:* With special offers and product news.
- *PAYMENT:* We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

SILICA

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

SILICA IS A DIVISION OF PROGIS PLC

MAIL ORDER 081-309 1111
PLUS TECHNICAL AND HEAD OFFICE

Silica, Silica House, Hatherley Road, Sidcup, Kent, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor), St James Barton	0272 291021
CARDIFF	Debenhams - 46-50 St. David's Way	0222 399789
CHELMSFORD	Debenhams - (2nd Floor), 27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor), 11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor), 97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor), Millbrook	0483 301300
HARROW	Debenhams - Open Sept '94, Station Road	081-427 4300
HULL	Debenhams - (2nd Floor), Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor), Westgate Street	0473 221313
LONDON	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor), 334 Oxford St	071-493 3735
LUTON	Debenhams - (1st Floor), Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor), Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor), Royal Parade	0752 266666
ROMFORD	Debenhams - (3rd Floor), Market Place	0708 766066
SHEFFIELD	Debenhams (3rd Floor), The Moor	0742 768611
SHEFFIELD	Debenhams - Open Sept '94, Meadowhall Centre	0742 568555
SIDCUP	Hatherley Road	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor), Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039
THURROCK	Debenhams - (1st Floor), Lakeside Centre	0708 860066

To: Silica, AMFOR-1194-216, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND ME AN AMIGA CATALOGUE

Mr/Mrs/Miss/Ms: .... Initials: ....

Surname: ....

Company (if applicable): ....

Address: ....

.... Postcode: ....

Tel (Home): ....

Tel (Work): ....

Which computer(s), if any, do you own? ....

216F

E&OE - Advertised prices and specifications may change - Please return the coupon for the latest information.

AMIGA FORMAT OFFERS

We want you to have the best for your Amiga, but we don't want you to break the bank to get it. So check out our *AF* readers' offers, all at low, low prices.

Call our order HOTline on 0225 822511

Don't miss out! Turn to pages 36 and 37 NOW to check out our amazing *AF* subscriptions offers. To order your back issues turn to page 133.

THE SUPER CD32 CONTROL PAD

If your original CD32 control pad is feeling its age, or you just want an additional pad to play two-player games on equal terms, you need The Super CD32 Control Pad from Competition Pro. With turbo fire, auto fire and slow motion features, the pad is perfect for CD32 games (such as *Brutal Sports Football* and *Wembley International Soccer*).



Description	CD32 Control Pad
AF **price**	£19.99
Order code	AMFCPP

BLITZ BASIC 2

This powerful and flexible *BASIC* programming language from Acid Software has faster compiling and coding, new commands, and everything from C structures to an inline assembler. This package comes with a manual, a user guide, four issues of the *Blitz User Mag* and five disks full of *Blitz Basic* games extensions and examples.



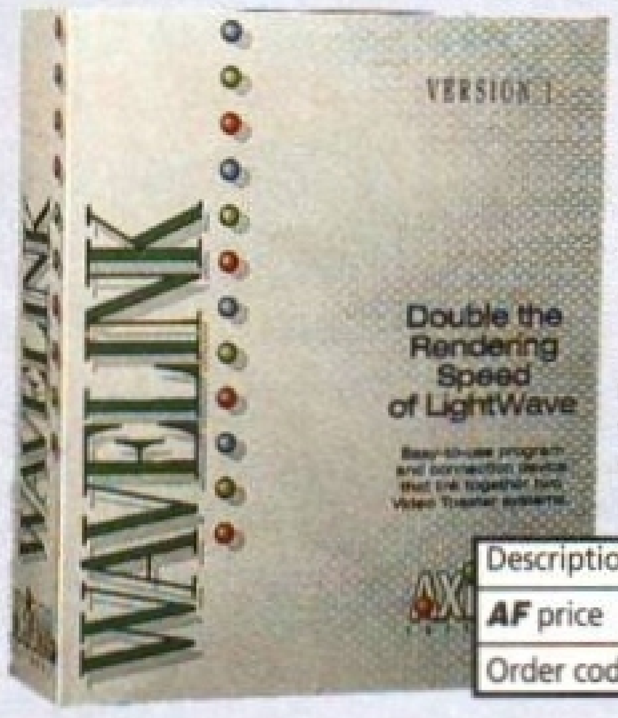
save £20

Description	Blitz Basic 2
RRP	£69.95
AF **price**	£49.95
Order code	AMFBB2

WAVELINK

Double the speed of your *Lightwave* rendering with *Wavelink*. Now anyone with two Video Toaster Systems can use them both for rendering. *Wavelink* includes a cable to connect two Toasters together so they can render at the same time. It also enables one Toaster to see the other so file sharing is easy.

NOTE: *Wavelink* requires Workbench 2.0 and two Video Toasters, v2 or v3.

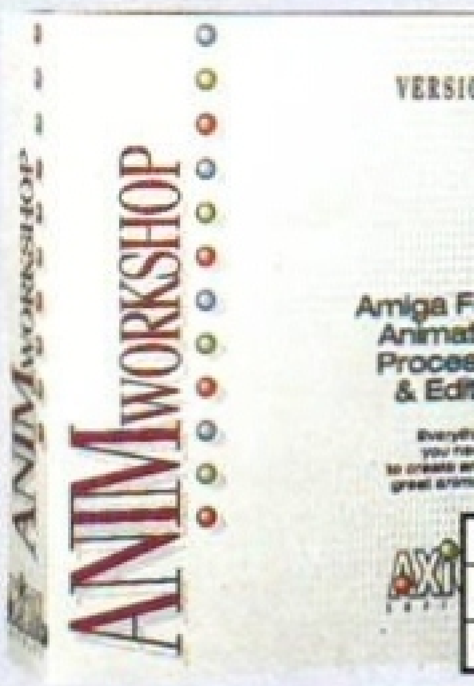


Description	Wavelink
AF **price**	£99.99
Order code	AFWAVE

ANIM WORKSHOP V2

With full AGA support *Anim Workshop v2* provides tools for creating, playing, processing, editing and adding sound to your animations. Create animations from files, separate them into individual pictures, delete frames and add pictures.

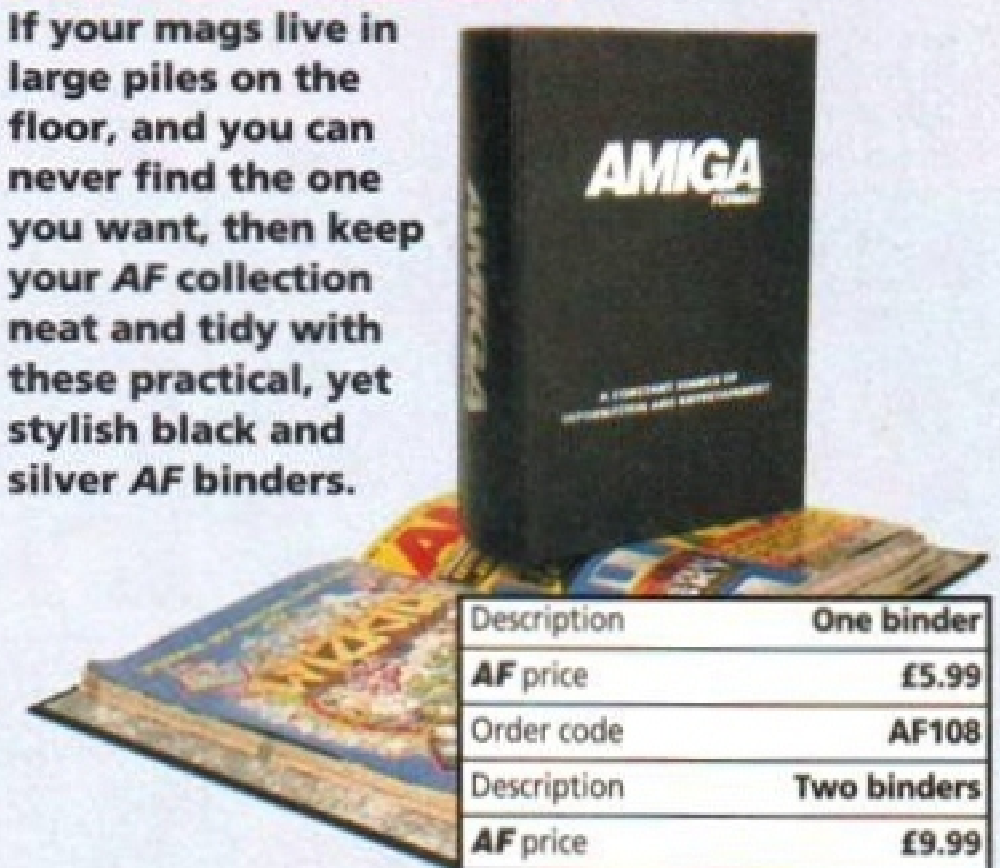
NOTE: *Anim Workshop* requires Workbench 2.0. For image processing, *ADPro/MorphPlus v2* or *ImageFX 1.5* is required.



Description	Anim Workshop
AF **price**	£99.99
Order code	AFANIM

AF BINDER

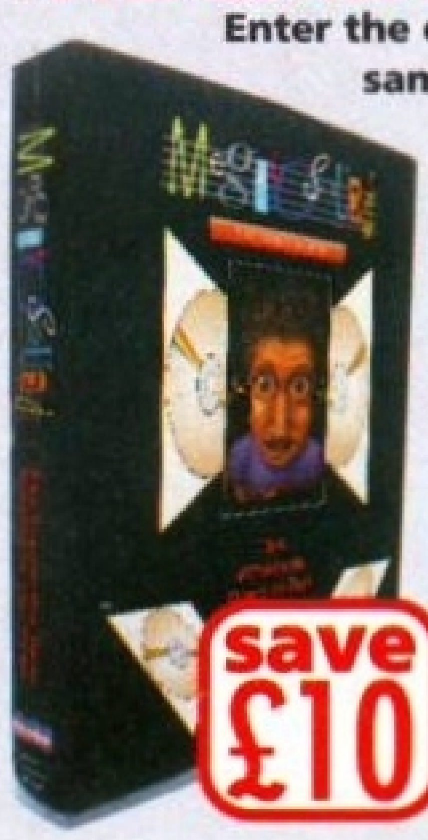
If your mags live in large piles on the floor, and you can never find the one you want, then keep your *AF* collection neat and tidy with these practical, yet stylish black and silver *AF* binders.



Description	One binder
AF **price**	£5.99
Order code	AF108
Description	Two binders
AF **price**	£9.99
Order code	AF109

MEGALOSOUND

Enter the exciting world of sound sampling with MicroDeal's brilliant *Megalosound* sampler. *Megalosound* enables you to grab your own samples, edit them to suit your requirements, and then mess them up again with *Megalosound*'s many fun effects.

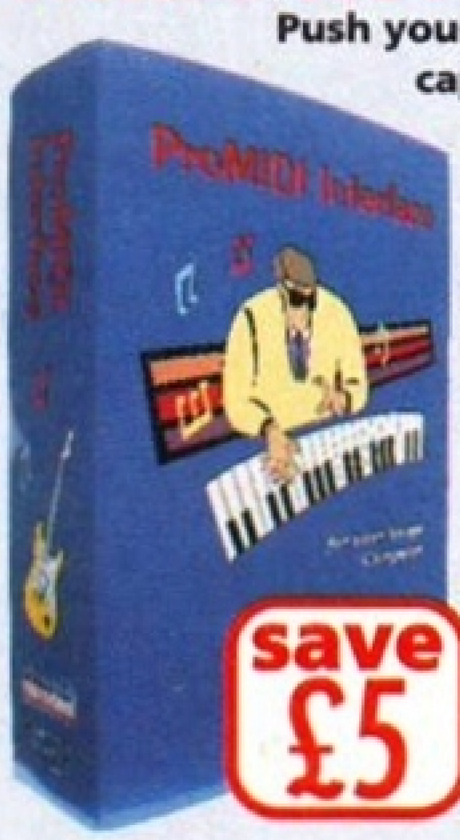


save £10

Description	Megalosound
RRP	£34.95
AF **price**	£24.95
Order code	AFMEGA

MIDI INTERFACE

Push your Amiga's musical capabilities to its limits with the fully-featured ProMIDI interface which enables you to connect synthesizers and drum machines to your Amiga and then use the samples with our *Music-X* and *OctaMED* Coverdisks.

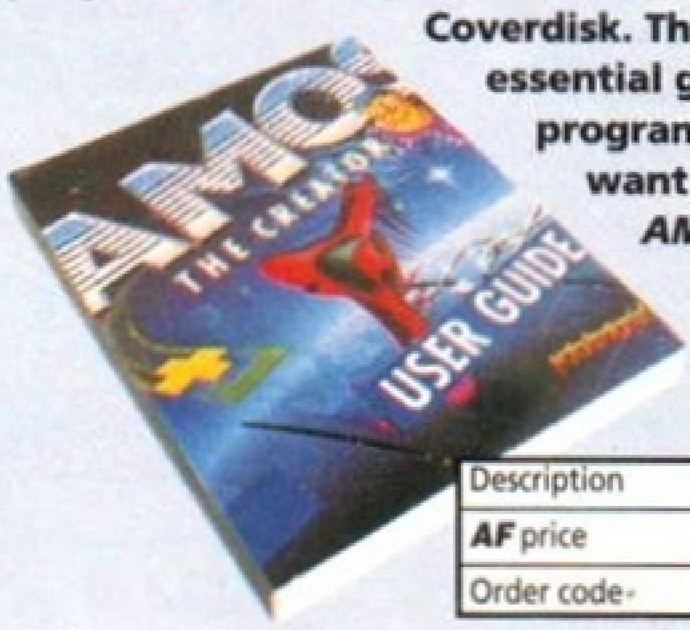


save £5

Description	Midi Interface
RRP	£24.95
AF **price**	£19.95
Order code	AFMIDI

AMOS MANUAL

If you want to get the most out of *AMOS The Creator*, you need this complete manual, which includes an Extras disk with all the example programs we couldn't fit on the *AF42 AMOS* Coverdisk. This is an essential guide for programmers who want to make their *AMOS* work more creative!



Description	AMOS Manual
AF **price**	£13.95
Order code	AF249

TECHNOSOUND TURBO 2



Like the original *Technosound Turbo*, version two of this sampler from New Dimensions enables you to grab digitised sounds and sequence them into compositions. But it also features many improvements and new functions, including direct-to-hard disk recording, and a built-in tracker. The package contains a digitiser and a set of audio leads. When it was reviewed in *AF51*, *Technosound Turbo 2* scored a hefty 88 per cent!

save £10

Description	Technosound Turbo 2
RRP	£39.99
AF price	£29.99
Order code	AMFTT2

VISTA PRO LITE



This amazing fractal landscape program from Meridian enables you to build your own scenery on your Amiga. Then you can animate it to create stunning fly-bys, or use it as backgrounds in your own games, pictures or 3D renders. And it even works on standard A1200s. Reviewed in *AF58*, *Vista Pro Lite* scored 86 per cent.

save £20

Description	Vista Pro Lite
RRP	£59.95
AF price	£39.95
Order code	AMFVIST

MUSIC-X 2

AT LAST NOW AVAILABLE!



This sequencer package, which scored an impressive 85 per cent in *AF60*, is one of the most ground-breaking releases since the original *Music-X* made such a huge impact in 1989. *Music-X 2* is a full MIDI sequencing package for controlling synthesizers, drum machines and other MIDI equipment, or you can use it with internal Amiga samples. The leading sequencer for the Amiga.

save £30

Description	Music-X 2
RRP	£149
AF price	£119
Order code	AMFMX2

CORE! HALF-PRICE CD32 GAMES





Bubba 'n' Stix, the puzzle game that looks like a cartoon and plays like a dream, earned a rating of 85% in the March issue of *AF*. Help Bubba escape from an alien world by utilising his incredibly useful friend, Stix.

Description	Bubba 'n' Stix
RRP	£29.99
AF price	£14.99
Order code	AMFBNS

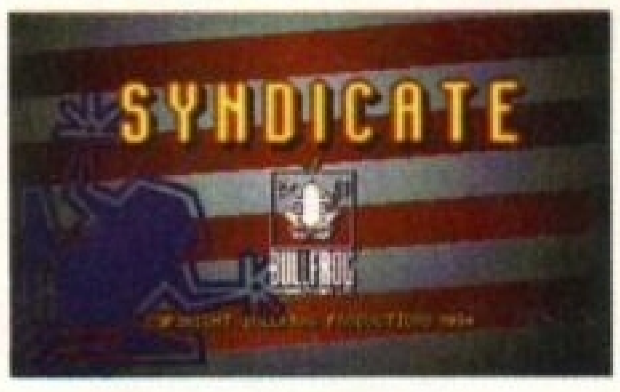
ONLY £14.99

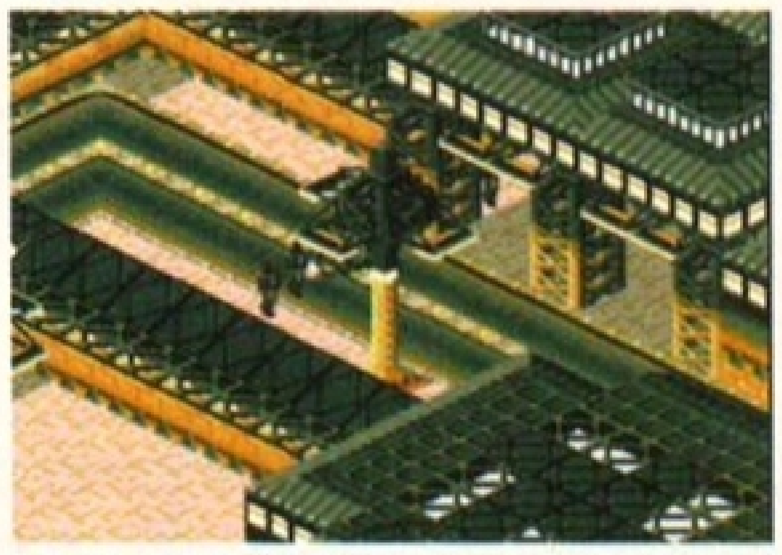
Chuck Rock II: Son Of Chuck was rated 79% by *AF*. It contains six levels of prehistoric combative platform action as Chuck Jnr fights dinosaurs, elephants, tigers and turtles in his quest to rescue his kidnapped father.

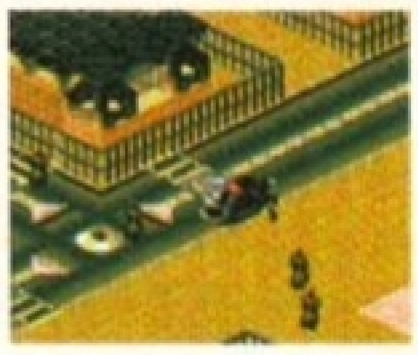
Description	Chuck Rock II
RRP	£29.99
AF price	£14.99
Order code	AMFCRT

SYNDICATE AMERICAN REVOLT MISSIONS DISK

EXCLUSIVE!







If you thought the original *Syndicate* (*AF49*, 91%) was tough, you ain't seen nothing yet. The *Syndicate American Revolt Missions Disk*, available exclusively through *Amiga Format* will test your skills to the absolute limit. Your task is to quell an uprising and win back the Americas in a series of 21 fiendishly difficult missions.

You can't buy this disk in the shops or from any other magazine, but, of course, you need a copy of the original game to use the *Missions Disk*.

Are you ready for the ultimate *Syndicate* challenge? Find out now!

ONLY £12.99

Description	Syndicate Disk
AF price	£12.99
Order code	AMFSD

AMIGA FORMAT READER OFFER FORM

Name ....

Address ....

....

....Post Code ....

Phone Number ....

Description	Price	Order Code
Total order		

Method of payment (please circle) **Access Visa Cheque PO**

Please make cheques payable to: **Future Publishing Limited**

ALL PRICES INCLUDE POSTING, PACKING AND VAT

Credit Card no ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry Date ....

SEND THIS FORM TO: ***Amiga Format*,**
Future Publishing Limited,
FREEPOST (BS4900),
Somerton, Somerset TA11 6BR

DO NOT SEND CASH, USE METHOD OF PAYMENTS LISTED ABOVE

EEC customers registered for VAT, please quote your registration number: ____________________

Customers outside the UK add £4.00 for overseas delivery

AFM/65

☐ **Tick here if you don't want to receive special offers from other specially-selected companies**

A1200 8Mb RAM EXPANSION



- Capacity for 2Mb, 4Mb or 8Mb RAM using standard 'ZIP' DRAM chips
- Increases the speed of your A1200 by up to 2.19 times
- Maths Co-Processor urgradeable
- PGA or PLCC FPU compatible
- Simple trapdoor installation
- On-board real time clock
- Includes RAM on/off switch

AMIGA SHOPPER October 1994: "...a classic case of reliable design... the well made and confidently thought out Zydec RAM expansion takes the gold award."

Unpopulated unit only **£59.99**

With 2Mb RAM installed £129.99
With 4Mb RAM installed £189.99
With 8Mb RAM installed £299.99
Partially populated units expand to full 8Mb with ZIP modules at £74.99 per 2Mb.

33MHz FPU £59.99
40MHz FPU £79.99
50MHz FPU £129.99

A500/A500+ 8Mb RAM UNIT

Reference



Incorporating the latest 'ZIP' DRAM technology, our External Memory Upgrade allows the A500 / A500+ to be upgraded by up to a further 8Mb of auto-configuring FASTRAM.

- RAM access LED
- RAM test/run switch
- Uses 1Mb 4-bit ZIPS
- Style matched to the A500
- Very low power consumption
- Throughport for further expansion
- Compatible with A570 CD-ROM drive and most SCSI Hard Drives (please call to check)
- Optional PSU (allows Amiga to power other devices)
- Available unpopulated, or fitted with 2Mb, 4Mb, or 8Mb RAM

N.B. Any memory fitted to this unit is in addition to that on your machine already, to a maximum of 8Mb on the external unit.

Unpopulated unit **£59.99**

With 2Mb RAM installed £129.99
With 4Mb RAM installed £189.99
With 8Mb RAM installed £299.99
Partially populated units expand to full 8Mb with ZIP modules at £74.99 per 2Mb • Optional PSU £14.95

A500/A500+ HARD DISKS

Reference

All the features ...without the price



- SCSI HARD DISK MECHANISMS for *optimum performance*, fast Access Time & Autoparking
- Includes SCSI THROUGHPORT at rear for further expansion
- COOL.... by popular demand, we have fitted a Cooling Fan!
- GAME SWITCH allows Games to be loaded without disconnection
- High quality metal casing, colour and style matched to the Amiga 500
- Option for up to 4MB additional easy RAM EXPANSION, using 'SIMMS'
- Compatible with Reference Add-On Hard Drive and Reference RAM unit
- Compatible with WorkBench 1.2/1.3/2.0 and 3.1, and KCS PC emulator
- Autoboot requires KickStart 1.3 or above
- Compatible with external Syquest SCSI drives or external SCSI CD-ROM drives using WorkBench 3.1
- Includes 'HD Setup 3' (external SCSI low level format and partition utility) and 'MRBACKUP PRO' (backup utility)
- Includes its own DEDICATED PSU. CBM recommends against use of Hard Disks without independent power supply

40Mb model **£169.99** — 100Mb model **£199.99**

2Mb RAM: ADD £70.50 — 4Mb RAM: ADD £141.00

AMIGA FORMAT March 1993 Verdict 84% "Very attractive indeed - you get a good deal for a decent drive."

Clearance bargain – **100Mb add-on SCSI Hard Disk** (Piggy backs on to A590 or other SCSI hard disk)....£179.00

A500 512k RAM UPGRADE

- CONVENIENT ON / OFF MEMORY SWITCH
- COMPACT, ULTRA-NEAT DESIGN
- AUTO-RECHARGING BATTERY BACKED REAL-TIME CLOCK

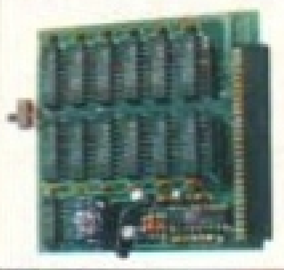


ONLY **£19.99**

Also without clock for only £16.99

1.5Mb RAM BOARD

- Fully populated board increases total RAM in A500 to 2Mb!
- Plugs into trap door area, & connects to 'GARY' chip
- Includes Battery-Backed Real-Time Clock



With 1.5Mb FASTRAM installed

ONLY **£73.99**

Unpopulated RAM board with clock – (takes 256k x 4-bit DIL chips)....£34.95

N.B.: The expansion board requires Kickstart 1.3 to operate

MEGABOARD

CONNECTS TO YOUR 512K RAM UPGRADE TO GIVE 1.5MB With our MEGABOARD, you can further expand your A500's memory to *a total of 2MB without* disposing of your existing 512k upgrade (must be 4 x RAM-chip type, or not exceeding 9cm in length). Not compatible with A500 plus.



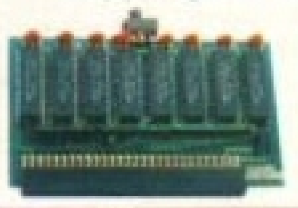
ONLY **£47.99**

MEGABOARD needs Kickstart 1.3 to operate. Installation requires connection to the GARY chip. Easy to follow instructions provided.

A500+ 1Mb UPGRADE

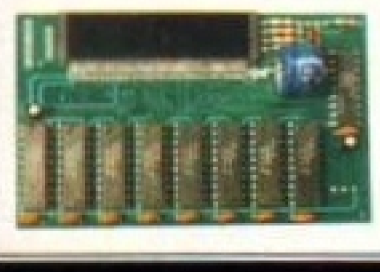
THE FASTEST AND EASIEST WAY TO UPGRADE YOUR A500+ TO 2MB RAM!

Simply Plugs into trap door expansion area ☆ Increases total RAM capacity to 2Mb 'ChipRAM' ☆ RAM On/Off Switch ☆ Compact unit size ☆ Only 8 low power RAM ICs ☆ High reliability



ONLY **£42.99**

A600 1Mb RAM/CLOCK UPGRADE



UPGRADE YOUR NEW A600 TO 2Mb WITH THIS SIMPLE PLUG-IN MEMORY UPGRADE!

- Increases total RAM capacity of A600 to 2Mb 'ChipRAM'
- Simply Plugs into the A600's trap door expansion area
- RAM Enable / Disable Switch
- Battery-Backed Real-Time Clock

ONLY **£48.99**

PRINTERS

Star LC 100 Entry level 9-Pin Colour, 4 fonts £116.33
Star LC 24-100 24-Pin, 5 fonts, 192/64cps £131.60
Star LC 24-30 New 24-Pin Colour, 5 fonts, 192/64cps £196.23
Star LC 24-300 Fast, quiet 24-Pin Colour, 9 fonts, 264/80cps £225.60
Automatic Sheet Feeder for above (pls.state model) £64.95
Star LC 15 Wide carriage 9-Pin, 4 fonts £305.50
Star SJ 144 Colour Thermal transfer printer £425.35
Hewlett-Packard Deskjet 310 ....£217.38
Hewlett-Packard Deskjet 310 Colour upgrade kit £41.13
Hewlett-Packard Deskjet 520 ....£257.33
Hewlett-Packard Deskjet 500C Colour £280.83
Limited Quantity! **Hewlett-Packard Deskjet 550C Colour** £370.13
Hewlett-Packard Deskjet 560C Colour £427.70
Canon BJ-10SX Inkjet Printer £182.13
Canon BJ-200 Inkjet Printer 360dpi, up to 240cps, 8 fonts, 80-sheet feeder, IBM and Epson emulation £233.83
Epson LX300 budget 10" carriage 9-pin £139.00

Panasonic KX-P2123

The *Quiet* Matrix Printer

The KX-P2123 offers quiet operation, colour, Super Letter Quality printing and extensive paper handling features in a reliable and trusted design. A winning combination at an affordable price.



- **Colour Printing** with the KX-P2123's choice of 7 vibrant colours.
- **Super quiet** 43.5 - 46 dBA sound level.
- **Flexible Paper Handling.**
- **Fast** 192 CPS draft, 64 CPS LQ and 32 SLQ.
- **7 Resident Fonts** Create over152,000 type styles.
- **24 PIN Diamond** Printhead high quality output.

ONLY **£186.83**

Evesham Micros

Winner of all Customer Service related categories in the 'PC Direct Hits Awards' for '93 & '94

WINNER • SERVICE EXCELLENCE • HITS

ALL PRICES INCLUDE VAT.
Government, Education and PLC orders welcome.
All products covered by 12 Months Warranty.

RETAIL SHOWROOMS

Normal Opening times: Monday-Saturday, 9.00-5.30
Late Night Opening Until 7pm Wednesday-Friday

Evesham ☎ 0386 • 765500
Birmingham ☎ 021 • 446 5050

Credit card orders: We do not charge the card until the goods are despatched.

AMERICAN EXPRESS — Access — VISA — SWITCH

MAIL ORDER DEPARTMENT

Monday-Friday, 9.00 - 7.00; Saturday, 9.00 - 5.30
Technical support (Mon-Fri, 10.00 - 5.00): 0386-769403

Dept. AMFO, Unit 9, St Richards Road, Evesham, Worcs WR11 6TD

Call us now on © 0386-765500

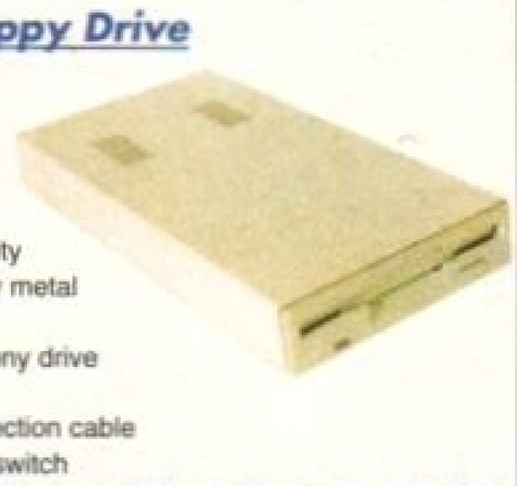
Mail Order FAX: 0386-765354

Same day despatch whenever possible. Delivery on all orders up to £175.00 value is charged at £4.11. All items above this value are shipped by insured Express Courier service at £7.64 per order – normally next working day after despatch (UK mainland only, others please call). Please allow 5 banking days for cheque clearance. Immediate clearance on Bank Drafts and Building Society cheques.

All goods subject to availability. Details correct at time of going to press. Prices and specifications subject to change without notice. E & O E.

3.5" FLOPPY DRIVES

External Floppy Drive



- Very quiet
- Slimline design
- Suits any Amiga
- Cooling vents
- Full 880K Formatted Capacity
- Sleek, high quality metal casing
- Quality Citizen/Sony drive mechanism
- Long reach connection cable
- Enable / Disable switch
- Throughport facility for addition of further drives

Amazing low price! ONLY **£45.99**

A500 Replacement Internal Floppy Drive Kit



Fully compatible, with 1Mb unformatted capacity. Straightforward installation procedure. Kit includes full fitting instructions.

ONLY **£42.99**

HAND SCANNER

At a genuine 400dpi scanning resolution, this scanner produces truly superb quality scans. Has a full 105mm scanning width, variable brightness control and 100 / 200 / 300 / 400dpi resolution.

Supplied with Daatascan Professional Version 3 scanning *and* editing software, allows real-time scanning in either line art or in up to 64 simulated grey scales. Provides powerful editing features and excellent compatibility with most DTP and Paint Packages, eg. Deluxe Paint 4, Touch-Up.



ONLY **£99.99**

GENLOCK PLUS

OFFERING EXCEPTIONAL VALUE FOR MONEY, the Rocgen Genlock offers levels of quality, function and sophistication not normally available in this price category.



ONLY **£149.99**

ZY-FI SPEAKERS



REALISE THE TRUE SOUND POTENTIAL OF YOUR AMIGA WITH THIS PAIR OF FULL RANGE ACTIVE SPEAKERS !

Your Amiga produces fine quality hi-fi stereo sound. Enjoy quality stereo sound reproduction *to the full* with this new design twin speaker system! Incorporates a built-in amplifier with separate adjustable volume controls for each speaker unit. *Speaker Dimensions 160x95x105mm (HxWxD)*

ONLY **£34.08**

ZY-FI PRO SPEAKERS

EXPERIENCE NEW LEVELS OF AUDIO PERFORMANCE WITH THIS NEW PROFESSIONAL TWIN SPEAKER SYSTEM.



These versatile, power amplified speakers faithfully reproduce a rich expressive sound for the discerning Amiga user. Features 15W/channel, built-in power amplifier with volume control, bass/treble controls, and detachable stands. *Speaker Dimensions 200x140x130mm (HxWxD)*

ONLY **£57.58**

ROM SWITCHER

SWITCHING BETWEEN VERSIONS OF KICKSTART ON YOUR A500 OR A500+ IS EASY WITH OUR ROM SWITCHER!

You can improve software compatibility on your A500! By fitting our ROM switcher, you can alternate between the KickStart already resident and another version of Kickstart ROM chip, giving you the freedom of choice. Fitting is very simple indeed, and requires *no soldering* or special technical knowledge. Fitting allows two methods of switching; either by keyboard reset, or by an external toggle switch. **N.B. Kickstart ROM not supplied. A500 Revision 5 boards will require circuit modification.**



ONLY **£14.99**

KickStart 2.0 ROM supplied separately £39.95

TRUEMOUSE



WE GUARANTEE that this is the smoothest, most responsive and accurate replacement mouse you can buy for the Amiga. Excellent performance, with a 300dpi resolution.

ONLY **£14.99**

TRACKBALL

High performance trackball, directly compatible with any Amiga. Plugs into mouse or joystick port. Super-smooth and accurate - you probably won't want to use a mouse again after using this Trackball! Full one-handed control. Top quality opto-mechanical design, giving high speed and accuracy every time. No driver software needed !



ONLY **£29.95**

A500 POWER SUPPLY



Genuine Commodore Amiga A500 type replacement Power Supply Unit. Good quality 'switch mode' type. Super low price!

ONLY **£39.95**

Replacement Power Supply for A590 Hard Disk £49.95

ACCESSORIES

Virus Protector fits to last drive in system, protecting all drives £6.95
Amiga 500 Dust Cover £4.95
Amiga 600 Dust Cover £4.95

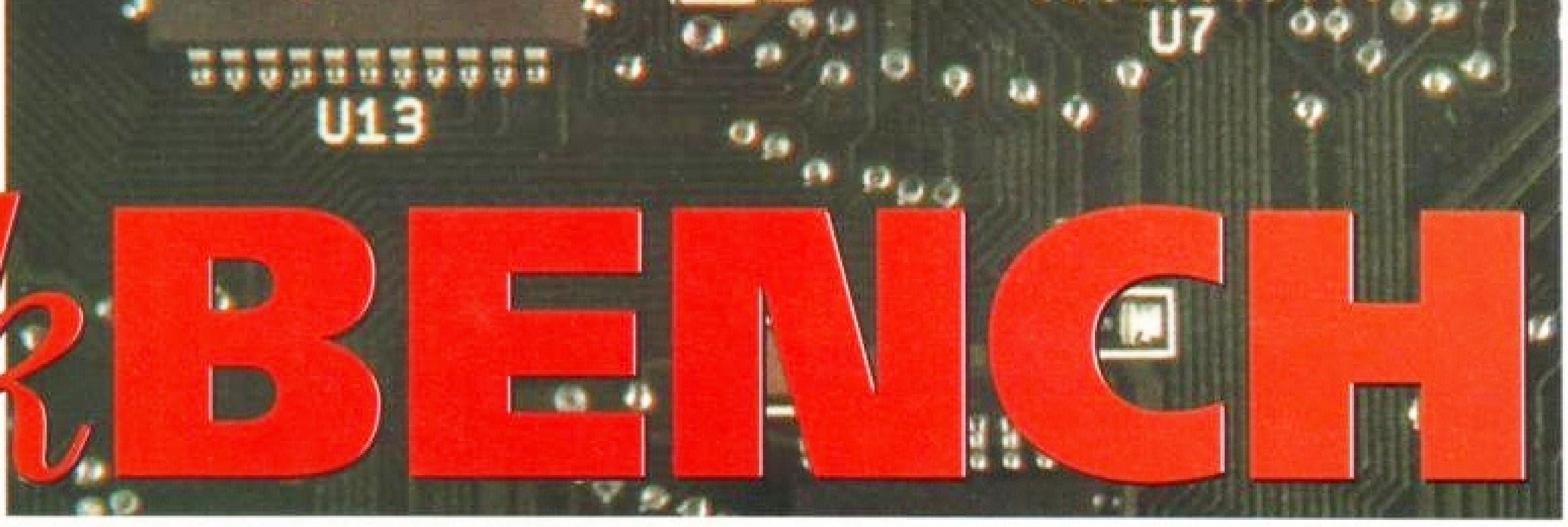
C64 POWER SUPPLY

High quality replacement Power Supply Unit for the Commodore 64 ....£14.95

CLEARANCE ITEMS

A600 ....£119.00
Trackball £20.00
Zy-Fi Amplified Stereo Speakers £19.00
VIDI Chrome £8.99
GFA Basic compiler £15.00
AMOS 3D £9.99
ICD SCSI 2080 ....£79.00
Home Accounts £9.99
Mavis Beacon typing tutor £9.99
Star NL10 Epson interface £29.99
Star LC24-200C Colour printer £175.00
Panasonic KX-P2123 Colour printer £159.00
Citizen Swift 200 Colour printer £150.00
Epson LQ100 printer (new) £149.00
HP DeskJet 500 Colour inkjet printer £199.00
HP DeskJet 560 Colour inkjet printer £449.00

All items are clearance lines or shop soiled/second hand stock. All carry a full 12 months warranty. Please contact our Evesham Branch for these products



*Work*BENCH

We've sent Nick Veitch away for two weeks to drink Guinness in Ireland, so in his absence Jason Holborn steps in to the Workbench hot spot to solve your problems. Write to Workbench, *Amiga Format*, 30 Monmouth St, Bath, Avon BA1 2BW.



Installing software on to a hard disk is a lot easier thanks to Commodore's Installer utility which has been adopted by most software developers.

HARD DISK HASSLES

Please help me! I recently bought an unexpanded A1200 second hand. I took my external floppy drive, BJ10ex printer, and CBM1081 monitor off my old A500, and hooked them up to the A1200. Everything worked fine, until I bought a 170Mb hard drive, which the shop fitted for me.

Now, half my old programs don't work when transferred to hard disk. They all run fine from floppy, but refuse to load from hard disk. It's driving me mad! I have tried reducing the max speed setting from *HDTool Box*, I've tried degraders, embedders, boot options, *IconX* scripts to assign paths, and I even tried making a pact with the devil, but John Major was too busy to see me... (just kiddin' – John's far too wimpy to be bad, he's just evil).

Recently, I got hold of a copy of *DOSTrace*, here's the resulting information gained.

The system requester says: Unable To Load Tool <filename>.
DOSTrace says: Loading segmented image <filename>..... Failed. And then shows that various directories were searched for <filename>, all of which Failed.

The programs I'm having trouble with include *Protext 4.3*, *Cinemorph Junior*, *Adorage*, *MaxiPlan 4* and *PageSteam 2.2*. Have I overlooked the obvious, or is this a common problem? If you could shed any light on this, I'd be very happy, my sanity would be saved, and you'd be my life-long hero.

Steve Batt, Barnet, Herts

Installing programs on to a hard disk is often a source of frustration for beginners particularly if

Continued overleaf ➡

SOUND ADVICE

I am both a budding DJ and an A1200 owner. I would like to use my Amiga to record in 16-bit CD quality stereo to my hard drive and remix or megamix what I have recorded. The questions I would like to ask are:

1 If anybody brings out a 16-bit sampler for the A1200, could I sample to an IDE hard drive in stereo at a high enough rate to match DAT or CD? If so how long could I sample per megabyte?

2 I know there are packages for the PC specially designed for remixing tracks on a hard drive. Do you know of anything similar in production for the A1200 or is it beyond its capabilities?

3 Is it possible to buy the manual to accompany the *Music X* Coverdisk from *AF58*?

Craig S. Blair, Glasgow

***1** The only 16-bit sampler currently available for the A1200 is MicroDeal's Clarity 16 which costs around £150. Unfortunately, Clarity is far from perfect. Its main failing is that there are absolutely no software packages available that support it so, although you can grab some fairly reasonable samples with it, you can't replay Clarity samples in anything other than the Clarity sample editing software (which is lousy).*

HiSoft (who now handle MicroDeal products) are rumoured to be working on a new 16-bit sampler which will be bundled with a specially written 16-bit version of Teijo Kinnunen's OctaMED Professional 6. Although I haven't yet seen this, it sounds like just the sort of thing you're after. Give HiSoft a call on 0525 718181.

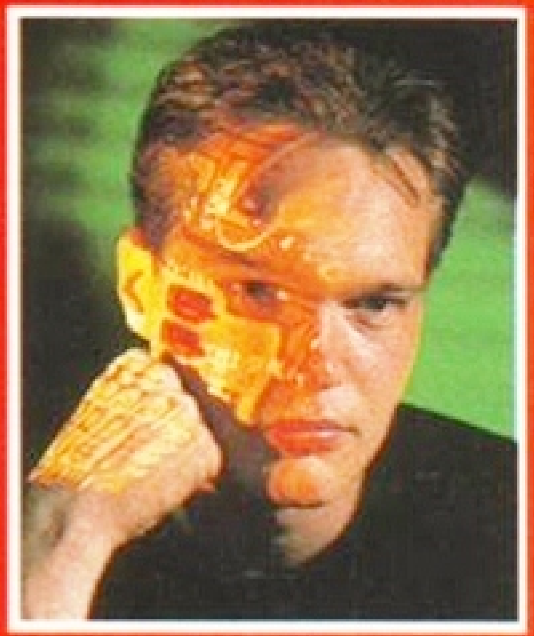


If you want the ultimate in Amiga samplers then you should get your hands on SunRize Industry's totally mouth-watering AD516 card.

***2** Hard disk recording systems like SoundCraft on the PC are very impressive but they also cost an arm and a leg. Similar systems are available for the Amiga including SunRize Industries' brilliant Studio 16/AD516 16-bit sampling car. Unfortunately, there's one big problem with this – you need an A4000 or an A3000 to use it because the sampling hardware is held on a slot-in card for these machines. Sorry.*

***3** Yes, you can buy the manual for the Music-X v1.1 Coverdisk separately. It costs £14.99 and is available from Software Business (0223 576186). Send them a cheque for £14.99 along with a covering letter and they'll send you a manual by return of post. Write to Software Business at Cromwell Business Centre, New Road, St Ives, Cambridgeshire PE17 4BG.*

IF YOU HAVE A QUERY...



Jason Holborn

At *Amiga Format* we aim to answer as many questions as possible, and hopefully to sort out all your problems.
Of course, there are always more questions than answers, so we prioritise queries according to the following factors:

- **Frequency.** If a lot of people seem to be having problems with their Supersonic KY3000 printers, then we will print one letter and the definitive answer, encompassing all the most frequently posed problems.
- **Difficulty.** If the problem is actually something which only someone with some insider technical knowledge would be able to solve, it is more likely to be answered in these pages than a problem which arises simply because you haven't read the necessary documentation.
- **Impact.** Quite simply, a question which involves you not being able to use your machine or some peripheral or software will be given priority over a difficulty which is little more than a slight inconvenience.

Unlike some magazines we won't just concentrate on the areas of expertise we are most familiar with, we will take on any problem (as long as there is an Amiga involved). As you will appreciate, we do get a lot of Workbench questions every month. If you want to get yours noticed, here are a few tips:

DO
- Be concise.
- Detail the actual problem as best as you can.
- Where applicable, describe the sequence of events that caused the problem.
- Give details of the equipment you are using (including which version of Workbench and which model of Amiga you have).
- Make sure your question is relevant and wouldn't be more easily solved by getting in touch with the dealer from whom you bought the goods.

DON'T
- Spend three pages telling us about your Aunt Ethel and only then explain your problem.
- Write in with questions like: 'I added a hard drive to my Amiga and it doesn't work. What can I do?' (Which machine? Which drive?)
- Send an SAE expecting a personal reply. The chances are extremely slim.

Please bear these points in mind and remember that we are trying our best to help you.

the application you're trying to install doesn't come with any form of installation program. Commodore have tried to rectify this problem by supplying developers with a standard Amiga *Install* program that does all the hard work automatically. Most recent programs use *Install*. The problem is, all the programs you mention don't (although Soft-Logic do include a hard disk install script with *PageStream 2.2*).

You've already got the PD utility *DOSTrace* – a program that I can't recommend enough to anyone who owns a hard disk-based Amiga. *DOSTrace* displays a list of every single DOS operation that an application makes while it's attempting to load. More often that not, programs fail to load because you've failed to copy across a file that the program requires (usually a library file). By the sound of the error messages you're getting, this is exactly what has happened. All you need to do to solve these problems is to transfer the file that the program is trying to find into the appropriate directory and try again.

A500 UPGRADE WOES

I am the proud owner of an Amiga 500 (Kickstart v1.3 – 1Mb Chip memory, 512K Fast memory) and I have some questions:

1 I want to buy GVP's A530 with 120Mb of space, is this a good choice and how much does it cost?

2 Can I connect several Reference 8Mb RAM expansions to my Amiga at the same time? If not, why not?

3 I want to get hold of an upgrade kit that contains Kickstart v2.04 or Kickstart v2.05 or even better Kickstart v3.1 and all the disks with it. Which upgrade should I buy and how much does it cost?

4 Can I buy an Memory Management Unit and a Floating Point Unit?

Dennis v Dijk, Gronigen, Holland

1 If you are that keen on hanging on to your A500 then the GVP A530 is without doubt the best hard drive system you can buy for the machine. Not only does it offer a very fast data transfer rate but it also boasts a 40 MHz 68030 accelerator with 32-bit RAM expansion capabilities which significantly improves the performance of your machine. For the latest prices, give GVP's UK distributor Silica Systems a call on 081-309 1111.

2 The simple answer is no. If you were to connect several RAM expansions together, the RAM chips would all be trying to configure to the same address range, causing more conflicts than an episode of EastEnders.

3 If you're going to upgrade your machine's Operating System then the only realistic option is to go for Kickstart 3.1. The complete upgrade kit, which consists of a Kickstart 3.1 ROM, disks and manuals is available for around £80 from BlitterSoft. They can be contacted on 0908 220196.

4 If you buy the GVP A530, it's 68030 processor already has its own built-in Memory Management Unit and a slot is also provided for the addition of either a 68881 or the faster 68882 maths co-processor.



If you want to keep your A500 up to date with current developments and improvements then you should upgrade to Kickstart 3.1.

CRASHING MANSELL

When I load *Nigel Mansell's World Championship* from Gremlin on my A500+ it loads up for a while then a system request box appears with the message: Mansell Disk 1 Has A Read Error On Disk Block 126.

When I click on Cancel a big box appears with the message: Mansell: Error 26 Mansell Failed Return Code 10. When I click on re-try the original box appears again. I've tried using *Disk Doctor* and *Boot X* version 4.5, but with no luck. What shall I do? I have Workbench 2.

Steven Gough, Southgate, Aberystwyth

I'm afraid I've got some very bad news for you Steven – your game disk is no more. It is an ex-game disk. It is no longer of this world and the only way you're going to be able to play *Nigel Mansell's World Championship* is to buy a new copy.

SIZE ISN'T EVERYTHING

I own an A1200 with external drive, a Citizen Swift printer and a new mouse. Here are my questions:
1) In a PC magazine, I saw an ad for a 3.5-inch one-inch high Maxtor IDE 340Mb hard drive for £225 which I think is cheap. Would this work on an Amiga, if so where can I get the leads and other things to link it?
2) I have a copy of the PD *Action Replay IV* program. When trying to save a ripped picture it states Sorry No Bitplanes. What is a Bitplane?
3) I have lost my *Blitz Basic 2* manual. Where can I get another?

Alan Russell, Glasgow

1) It certainly is possible to use PC 3.5-inch IDE hard drives with an A1200 but, I don't recommend it. These drives draw more power than the more normal 2.5-inch drives and you therefore need a pokier power supply to handle the additional power drain. But because the A1200 isn't designed to be used with 3.5-inch drives, you're asking for trouble if you use one.

If you must use a 3.5-inch drive, buy an external Zappo Smart Stor Plus drive (available from Indi on 0543 419999).

2) Bitplanes are essentially screen memory – that is, an area of memory inside your Amiga that holds all the pixel data that you see on your monitor display. By the sound of the error message you're getting, *Action Replay* is unable to locate this memory. Unlike most computers, the Amiga doesn't always place its screen data in the same memory location so finding it isn't that easy.

3. The *Blitz Basic 2* manual isn't available separately but you can still buy the full *Blitz Basic 2* package from *AF* Mail Order on page 136.

SYNC OR SWIM

I've got a RocGen Plus Genlock, and recently upgraded from an 8mm to a Super VHS camcorder. But, just as was the problem with the 8mm, whenever I hook up the camera, the overlay graphics roll over the camera input. I need urgent advice because my dad bought it on the premise that I would overlay graphics on to the home video. I've also got a Philips CM8833 personal monitor and I was wondering if that might be part of the problem.

Max Spenser-Morris, Twickenham

Whenever you switch on an Amiga, it automatically checks to see whether a genlock is attached to its RGB port. If a genlock is connected, the Amiga ignores its own internal video sync signal and uses the sync signal generated by the genlock instead.

Reading between the lines, I think this is probably where your problem lies. What I think is happening is that your Amiga is failing to recognise that the RocGen is connected to it and therefore it is still using its own internal sync signal. The problem is finding out if the Amiga or the genlock is at fault. I suggest that you try the genlock on a friend's Amiga – if you still get the same problem then you know that your genlock is at fault.



When the Amiga is switched on the first thing it does is to check whether a genlock is connected to its RGB port. If so, the Amiga takes its synchronisation signal from the genlock.

MOVIES, GAMES AND ER... THE CD^{32}

I recently bought an A1200 and I am impressed by the machine's performance compared to my old A500. I'm planning to add a CD1200 to this when it comes out, but I heard that the CD1200 cannot be modified to accept an MPEG cartridge, and so I would not be able to take advantage of the next generation of FMV games.

I have seen adverts for CD^{32} to Amiga connection kits, which allow Amiga owners to take advantage of FMV when it comes. Will a connection kit allow me to autoboot CD^{32} games, or will I have to use a software utility? Also, could you advise me which of the connection kits on the market is the best value for money, and where I can get hold of it?

RS Freedman, Harrow

What you need is the CD Network kit from Weird Science (0533 340682) which costs just £29.95. It includes everything you need to connect your CD^{32} to the A1200 so that it can read files from the CD^{32}'s CD-ROM drive. However, CD Network does not allow your A1200 to boot from CD-ROM. The question is, why would you want to do this anyway? After all, the CD^{32} runs games and FMV movies

(when it's fitted with an FMV cartridge) better than the A1200 anyway.

FUN WITH FONTS

Congratulations to whoever had the idea of putting the excellent *PageSetter 2* on the Coverdisk of *AF63*. I have found the program invaluable, but I do have a few questions regarding how to use it.

My main problem is to do with the lack of fonts supplied with the Coverdisk program and the fact that it doesn't seem to support standard Amiga bitmap or outline fonts. I had a look around and discovered a program called *MakeMetric* on the *PSUtil* disk which is supposed to convert standard Amiga fonts to ones that can be used with *PageSetter*, however the program doesn't seem to work.

I have tried nearly all the fonts I have with the mentioned program but I always get the following message: %Sts-F-Openfail, Open Failed On File. Can you help? Am I using the program wrongly or could you suggest a good Public Domain font conversion program (preferably from 17 Bit PD as I live in Wakefield)?

Mark Slater, Wakefield, West Yorkshire

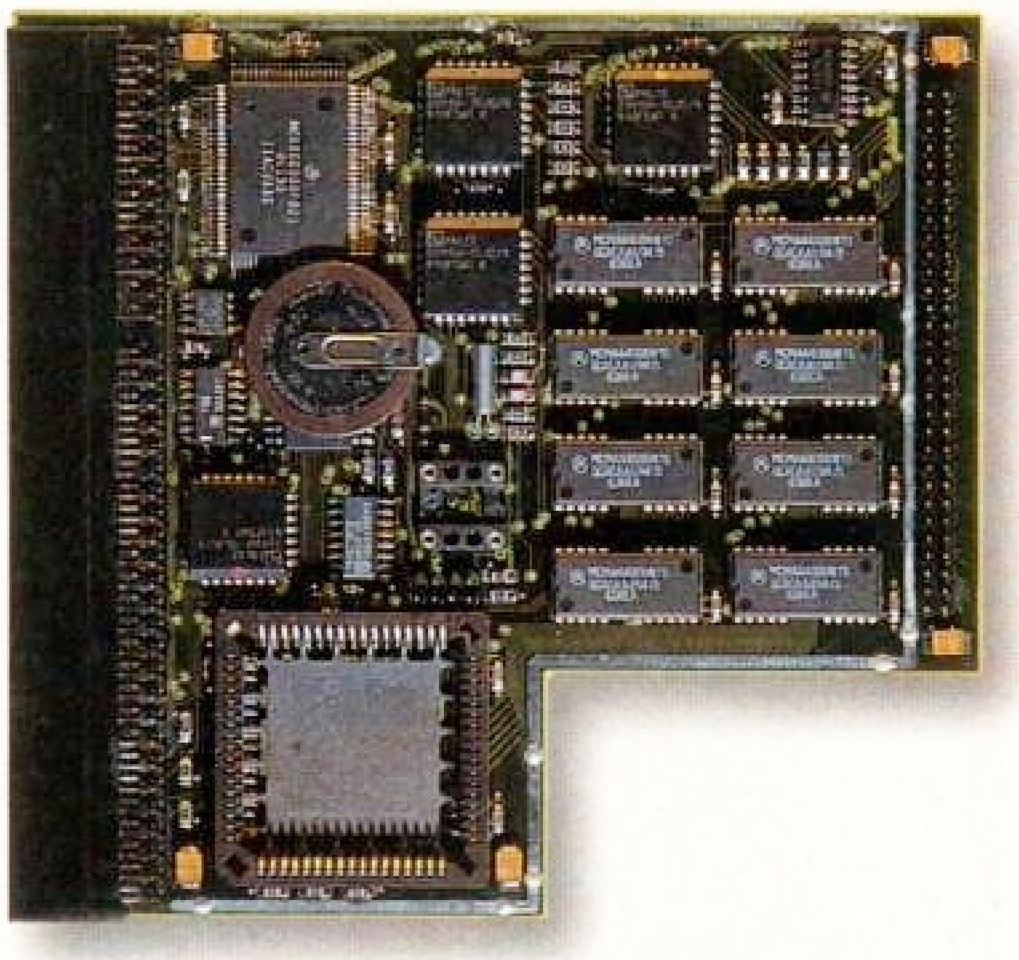
The reason *PageSetter 2* doesn't work with CompuGraphic outline fonts other than those bundled with the program is that it uses an older version of the AGFA CompuGraphic font format that requires an additional .atc file which newer fonts don't have. We've been trying to find a Public Domain utility that generates .atc files, but to no avail. If any reader knows of such a program then get in contact with us and we'll gladly stick it on a future Coverdisk.

SPEED FIEND

I will be getting an accelerator card with an FPU to perform ray-tracing and fractal bits and pieces. Because I only wish to do this for fun, is it really worth me going for the power cards such as the GVP A1230-II 50Hz with 8Mb RAM or should I stick with the Blizzard A1220/4? Also does the Blizzard card have space for a clock?

Rex Bigger, E-Mail

If you're not that serious then the Blizzard A1220/4 will be more than suitable for the sort of work that you're hoping to use your A1200 for. Although it's only 68020-based, it's actually a very rapid board as our round up of A1200 accelerators in *AF63* proved. Indeed, in our tests it wasn't actually that much slower than Power Computing's 28MHz '030-based Viper board – and the Viper costs £80 more.



Which A1200 accelerator should you buy? Is it worth spending more on a faster '030 card or is the Blizzard A1220/4 fast enough for most users?

Like the more expensive boards, the Blizzard card comes complete with a slot for the connection of a Floating Point Unit (FPU) which speeds up ray-tracing even further (providing you've got an FPU version of the software). As for the clock, you'll be pleased to learn that the A1220/4 has its own clock built in as standard.

MUSIC-X MEMORY WOES

I have a copy of *Music-X* from the *AF58* Coverdisk but I can't run it on my A1200 without the message Insufficient Chip Memory constantly appearing. Is there any way I can get around this?

Stuart Plumley, Bristol

When *Music-X* loads, it attempts to grab as much Chip memory as possible for storing sequence data. Because the A1200 has 2Mb of Chip RAM, *Music-X* gets a bit confused and tries to use the memory twice, causing the program to lock up when you select any functions.

Don't worry though – you can get around this problem quite easily. First, reboot your Amiga using your Workbench disk and then make a copy of your *Music-X* Coverdisk. When it has finished copying, stick the copy in your Amiga's internal drive, double click on the Music-X disk icon and then select the Music-X program icon. by clicking on it once with the left mouse button. Go to the Icons menu and select the Information option. Click on the New gadget (under the Tool Types window) and enter BUFFER=6000 and press Return. Click on the Save gadget and *Music-X* should now work fine.

OUT OF MEMORY!

A few months back I bought *Wordworth 2* for my A500+, but I keep getting a message saying I don't have enough memory. I tried all the necessary things for more memory but still the same. I checked out the manual about how much memory it needed and it said at least 1.5Mb RAM, but my Amiga has only 1Mb RAM. Must I add more memory to my Amiga or is this not the problem? Please help!

Brenda McAuliffe, Mallow, County Cork

Many applications will load into a 1Mb Amiga even if they claim to require more memory but the lack of any additional memory severely cripples them. *Wordworth 2* is a good example – as you've already discovered, the program loads into your Amiga but try to do anything even remotely interesting with it and you'll soon get a visit from the dreaded Out Of Memory requester. As you suggest yourself, the only way to cure memory problems is to give your Amiga what it wants – more memory.

THE GREAT PARTITION

I have a basic A1200 with a Conner 2.5-inch IDE hard drive. The hard drive is in two partitions called Work and Workbench. I had no trouble with the drive, apart from the lack of fixing screws and an HD prep disk, until disaster struck, I now have two problems at the same time.

The first of the problems is the worst. It happened when I was attempting to remove a file from the Work partition. I tried to delete it and it came up with the message: Work Has A Checksum Error On Disk Block 2714. I have tried everything I can think of, including the *AF57 Ami-Back Tools* Coverdisk but when it finds the error it comes up with the message The Bitmap Of Target Is Not Marked As Valid.

Continued overleaf ➡

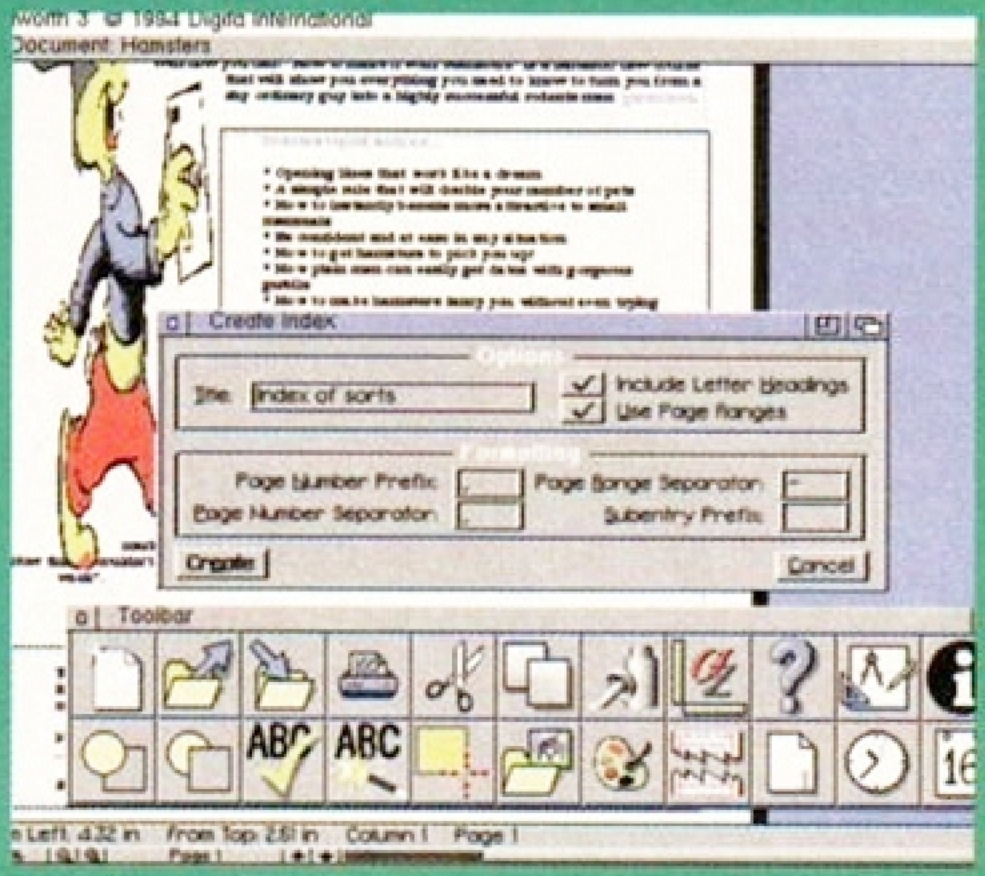
WORDWORTH SPEECH IMPEDIMENT

My system is an A1200 fitted with a 170Mb IDE hard drive and 4Mb trapdoor expansion. This is my first Amiga and I'm very pleased with its capabilities compared to the PCs which I have used in the past.

I recently bought the excellent *Wordworth 3* word processing package and I'm very pleased with it except for the Speech feature which 'reads' part of or a full document. This requires the Commodore speech files to run and unfortunately, for WB 2.1 and 3.0 users, Digita aren't allowed to distribute the Commodore speech files. If I get hold of WB 1.3 software how can I, and where do I, include the Commodore speech files in my WB 3.0?

Please don't ask why I need to use the damn tool, hey it's just a poser item for the sad Mac and PC users to choke over. I am an absolute beginner and I only move files and things around by their icons so please give me crystal clear instructions (if the procedure is possible).

Akbar Dayala, Frenchwood, Preston



Even if you own a Workbench 2.1 or 3.0-based Amiga, it's still possible to get Digita's *Wordworth 3* talking to you. Just think – soon you'll be able to ignore your friends completely and have long and meaningful conversations with your Amiga instead!

Commodore no longer include the Amiga speech synthesiser with Workbench 2.1 and 3.0 Amigas but it is possible to install the necessary files from earlier Workbench releases to allow programs such as Wordworth to talk.

Quite why Commodore have decided to stop using the Amiga's speech synthesis capabilities is beyond me but it's a fairly simple process to get Workbench 3.0 talking to you. All you need are two files – translator.library and narrator.device which are normally held in the Libs and Devs drawers respectively. Copy these across onto your Workbench 3.0 disk (you may have to delete something to make room – remember to only use a back-up!) and Wordworth 3's speech function should work.

Although it is possible to use the speech synthesis files from a Workbench 1.3 floppy, I'd advise you to buy the Workbench 2.0 system disks because these have a much-improved version of the narrator device which produces more natural-sounding speech.

My second problem is that the Work partition has somehow decided to get rid of its validator and I don't know how to get it back. Please help!

Christie Ash, Norwich

If *AmiBack Tools* has failed to cure the problem then the only thing you can do is to reformat your Work partition. This, unfortunately, is a problem that all hard drive owners have to face sooner or later. At least you haven't lost all your data – you should still be able to back up the data on your Work partition which can then be restored once the partition has been reformated.

The reason why your Amiga is unable to find the Disk Validator is simply because Workbench 3.0 no longer needs it. Validating disks is now handled in ROM.

CD32 MEMORY MATTERS



The SX-1 can cause compatibility with certain CD32 titles if you add SIMM memory chips to your machine.

I have a CD32 plus SX-1 and I have had 1Mb of 32-bit RAM fitted in the SX-1 for increased speed. The trouble is that I am unable to load some of my software on CD such as *Wing Commander* and *The Chaos Engine*. The screen picture takes on a funny colour or goes black.

Do you know of any way of disabling the Fast RAM to make it compatible with all my CDs? I have tried most degraders but they only seem to work on floppy disks. I hope you can help.

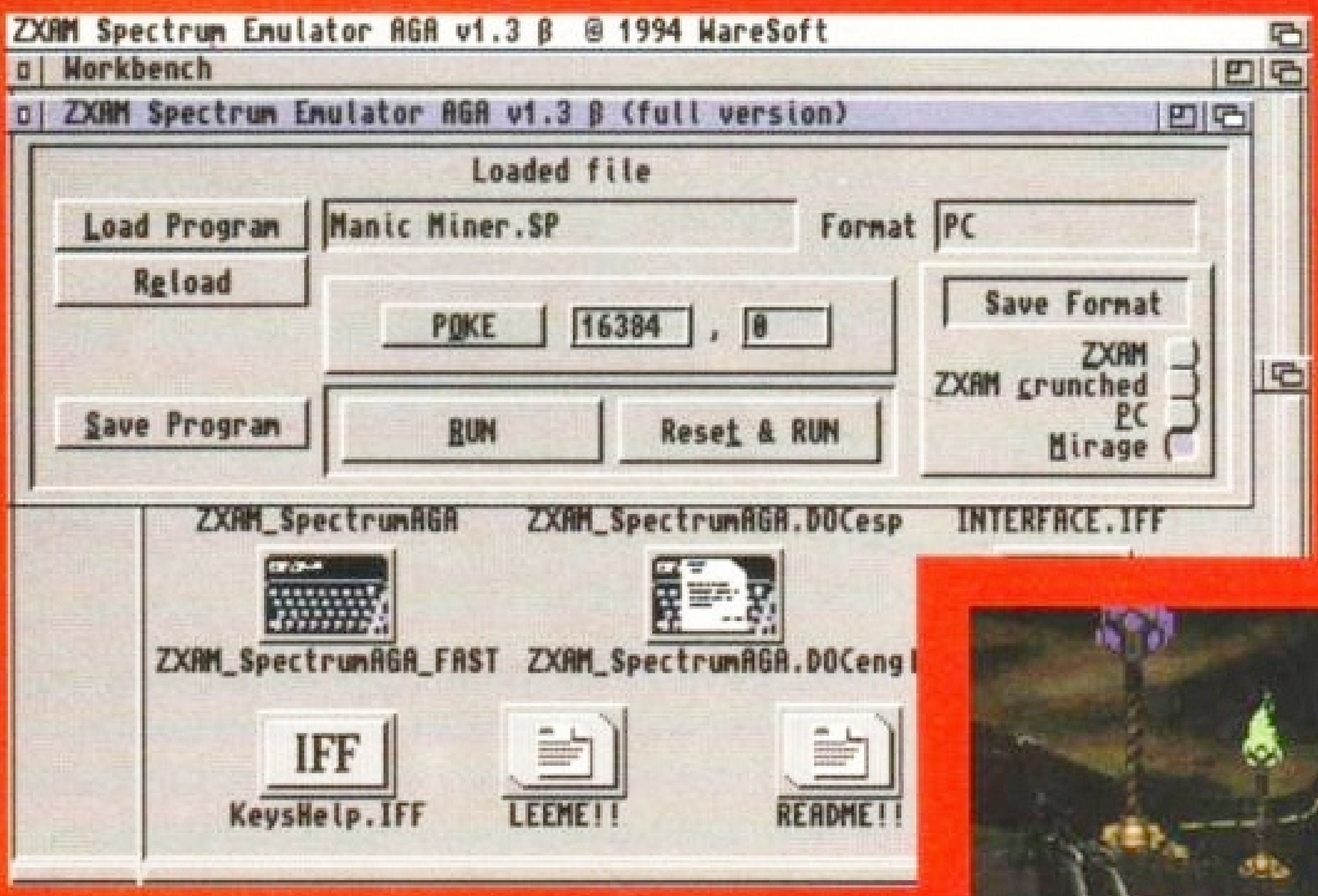
C.N. Evans, Crymych, Dyfed

The reason why you're having so many problems with your CD32 is that most CD32 games aren't designed to be run on a CD32 with more than the basic 2Mb of Chip RAM. Being a games console, games programmers simply assume that all CD32 owners have exactly the same memory configuration – the standard 2Mb of Chip RAM and absolutely no Fast RAM.

As a result, they don't have to worry about writing code that ensures that graphics and sound data is loaded into the right type of memory – graphics and sound samples must be loaded into Chip memory for the CD32's custom chips to access them. What is happening is that these files are loading themselves into Fast RAM which the custom chips cannot access.

Unfortunately, the solution to this problem is far from ideal. If you own a disk drive and you have a friend who owns an A1200, you could possibly make up a boot disk for your CD32 that simply ran your memory degrader and then transferred control to the CD disc's StartUp-Sequence. This is a fairly complex process, however, so you might want to get help from an experienced Amiga user.

In-depth explanation EMULATORS



Enjoy all those classic Spectrum games without having to resort to the real thing – KEW II's AGA Spectrum emulator enables you to run them on your Amiga.

1 An emulator is a program that essentially allows you to run the Operating System of another entirely incompatible computer on your Amiga, which means you can run programs designed for these computers on your Amiga. A PC emulator, for example allows you to run PC programs and a Spectrum emulator (!) means you can run programs for the aged Spectrum. To increase the level of compatibility, most emulators attempt to emulate the hardware of the machine which is being emulated so programs that 'hit the hardware' (address the electronics directly) will also run.

2 There are a wide range of emulators available for the Amiga. To date, we've seen ones for the ZX81, Apple IIe, Commodore 64, Spectrum 48, Sinclair QL, IBM PC, Apple Macintosh and the BBC Micro. Although several of these require special hardware to run (mainly those designed to emulate the Apple Mac and IBM PC), most are software based. Better still, many emulators (including PC emulators such as *IBeM*) are now available through Public Domain libraries and only cost a couple of pounds.

3 If you yearn for the days of Sinclair's 8-bit wonder, the ZX Spectrum, the best Spectrum emulator available is the *ZXAM* for the A1200 (it's AGA-only for some strange reason!) which is available from KEW-II *Public Domain* on 081-657 1617. It's on disk 1041.

Obviously the Amiga doesn't have an interface for connecting a tape player for loading Spectrum games and so the author also includes information on how to build a very simple lead which allows you to connect a tape player to the Amiga's joystick port. To get you started, the disk includes an enormous selection of classic Spectrum games including *KnightLore, Sabre Wulf, Jet Pac* and many more.

4 Although it's perfectly possible to emulate a PC compatible, Amiga PC emulators are far from perfect. They are generally one of three sorts, each of which is capable of running software of a particular level. Purely software-based PC emulators such as *Transformer* and *PC-Task* are so very, very slow that they are only really useful for running extremely simple *DOS* applications and even then you're going to need a fairly fast Amiga to maintain a half decent emulation speed.



The only way to run a PC game like *Doom* is to buy a PC. Games such as *Doom* are written to take advantage of PC graphics cards capable of texture mapping in real time, something that Amiga PC emulators just aren't capable of achieving.

Further up the scale are cheap hardware-based PC emulators such as *ATonce* and the *KCS* card, both of which are available for the A500 only (although adaptors are available for both to connect them to big box Amigas such as the A2000 and A4000). Both of these emulators run considerably faster than purely software-based emulators although neither is quite fast enough to run PC applications such as *MicroSoft Windows* or most modern PC games.

Finally, we have the more advanced hardware-based PC emulators such as Vortex's *Golden Gate* boards which are based around more up to date Intel processors such as the 80386 and (better still) the 80486. Thanks to the additional muscle that these processors provide, it's quite possible to run well-behaved PC applications such as *AmiPro, Word For Windows* and so on. Unfortunately, however, these boards are only available for big box Amigas and, as far as we're aware, no similar hardware-based emulators are available for the A1200.

5 Whether or not you should buy a PC emulator for your Amiga depends entirely upon what kind of software you wish it to run. Even on one of the more advanced 486 boards, don't expect to run PC games such as *Tie Fighter* and *Doom*. Although these emulators have the processing muscle to crunch numbers very rapidly, modern PC games require very fast 'local bus' graphics card which can redraw the screen incredibly rapidly and handle effects such as texture mapping (which is used extensively in *Doom*) through hardware.

Although the Amiga's own screen hardware is fast, the burden of emulating the PC's Operating System slows down redraws so much that games such as *Doom* would run so slowly that they would be totally unplayable. In short, the only way to play PC games is to buy a PC. Painful but true.

SILICA ARE NOW IN 18 BRANCHES OF DEBENHAMS
SEE BOTTOM PANEL FOR DETAILS

RICOH PCL5 LASER PRINTER

400DPI 2Mb RAM 6PPM

A4 TEXT/A5 GRAPHICS @ 400dpi • A4 GRAPHICS @ 300dpi. A 2Mb RAM UPGRADE IS REQUIRED TO PRINT A FULL A4 PAGE OF GRAPHICS AT 400dpi

HP LASERJET III™ COMPATIBLE • FLASH ROM UPGRADEABLE!

Ricoh, have used their expertise to produce a 'first' in laser printers, the LP1200 with FLASH ROM. HP LaserJet III™ compatible, the LP1200 employs industry proven laser technology which, unlike LED printers, uses a laser light source to produce the most accurate and intense printed images at a range of print resolutions up to 400dpi. A fast efficient processor and engine, plus a straight paper path design allows printing at a full 6 pages per minute. The 2Mb RAM version prints a full A4 page of text or graphics at 300dpi. Using standard resident fonts and the alternate controller firmware supplied, it can also print an A4 page of text or A5 page of graphics at 400dpi. Using the Windows driver supplied, it can print an A4 page of text at 400dpi from Windows 3.1, or using the Amiga driver, an A4 page of text at 400dpi.



PC MAGAZINE UK EDITORS' CHOICE
OCTOBER '92

FREE!
WINDOWS 3.1 DRIVER
SUPPORTS 300 & 400DPI
PLUS
AMIGA DRIVER
SUPPORTS 300 & 400DPI
ON REQUEST AT TIME OF PURCHASE

2Mb RAM

SHOWN WITH UNIVERSAL FEEDER TOP TRAY (OPTIONAL EXTRA)

FOR PC & AMIGA OWNERS

UNBEATABLE VALUE

THE AWARD WINNING RICOH LP1200 LASER

PREVIOUS PRICE
~~£599~~ + VAT

NEW LOW PRICE
£499
+ VAT = £586.33 LAS 5200

LP1200 WITH SINGLE BIN AND 2 Mb RAM

FREE DELIVERY IN THE UK MAINLAND

The 4Mb RAM version can print a full A4 page of graphics at 400 dpi and makes full use of the LP1200's 400 dpi printing capabilities, such as using Microsoft Windows fonts. Unique additional standard features include FLASH ROM 'future proof' technology and LAYOUT - a powerful document description language. The LP1200's unique internal FLASH ROM, which holds the printer controller firmware, can easily be updated as new developments in technology occur. This protects the investment you make in buying a Ricoh LP1200. Other manufacturers would require you to buy a new printer! Internal FLASH ROM and industry standard FLASH ROM PCMCIA cards can also be used to permanently store fonts, macros, graphics and extra emulations. Again, unlike the competition, the LP1200 includes LAYOUT, a powerful and intuitive document description language as standard. This offers unique opportunities to develop custom made printing systems. Forms and document templates can be designed complete with logos and stored electronically in the LP1200's FLASH ROM, alleviating the need for pre-printed forms!

The LP1200 comes with a 100 sheet A4 paper tray as standard. An optional universal feeder automatically feeds up to 150 sheets of paper (up to 169gsm), 15 envelopes, transparencies and labels.

COMPARE THESE SPECS!

COMPUTER SHOPPER BEST BUY AUGUST '92
PC TODAY BEST BUY OCTOBER '92
AMIGA FORMAT GOLD
LASER PRINTER AWARDS What to Buy for business A "BEST BUY" DECEMBER 1992

FEATURES	RICOH 400DPI LP1200	BROTHER 300DPI HL-6V	HP 300DPI LASERJET 4L	CANON 300DPI LBP-4i	EPSON 300DPI EPL-5000
List price	£1195	£639	£639	£639	£749
Average street price	£499	£479	£479	£489	£449
Maximum resolution in dots per inch	400 x 400	300 x 300	300 x 300	300 x 300	300 x 300
Windows 3.1 driver @ 400 dpi	YES	-	-	-	-
Amiga driver @ 400dpi available	YES	-	-	-	-
Print speed	6ppm	6ppm	4ppm	4ppm	6ppm
Straight paper path for all media	YES	-	-	-	-
PCL 5 printer command language	YES	YES	YES	YES	-
Resolution improvement/enhancement	YES	YES	YES	YES	-
Standard RAM	2Mb	1Mb	1Mb	1Mb	0.5Mb
Full A4 page graphics @ 300dpi with standard RAM	YES	YES	YES	-	-
Full A4 page text @ 400dpi with standard RAM	YES	-	-	-	-
Warm up time	<45 secs	<90 secs	<34 secs	<15 secs	<35 secs
First page of text output	<15 secs	<20 secs	<34 secs	<34 secs	<19 secs
Layout document description language included	YES	-	-	-	-
Flash ROM	YES	-	-	-	-
Flash ROM upgradeable firmware	YES	-	-	-	-
PCMCIA card slot	YES	-	-	-	-
Scaleable resident fonts - in HP LJ III emulation	8	13	26	8	-
Resident bit-mapped fonts	14	18	-	7	7
AGFA Intellifont scaleable font technology	YES	-	YES	YES	-
HP LaserJet III emulation included	YES	YES	YES	YES	-
EPSON FX emulation included	YES	YES	-	-	YES
IBM ProPrinter emulation included	YES	YES	-	-	-
Standard tray capacity	100	150	100	100	150
Cost per copy**	1.65p	1.80p	2.40p	2.10p	1.95p
Min-max paper weight in gsm	60-157	60-105	60-105	64-105	60-157
Able to print on OHP film	YES	YES	YES	YES	YES
Able to print on 157gsm card (manual feed)	YES	-	-	-	YES
Printing - noise level	<48dB(A)	<50dB(A)	<48dB(A)	<46dB(A)	<45dB
PC independent plain paper fax option	YES	-	-	-	-

**As quoted by manufacturers - April '94

E&OE All Trademarks are acknowledged

- **6 PAGES PER MINUTE**
- **2Mb RAM AS STANDARD**
  Upgrade to 4Mb RAM only £85+VAT - see left
- **PCL5 - INC HP-GL/2** With Scalable Fonts and Vector Graphics
- **SHARP EDGED PRINTING**
  Ricoh FIAL (Fine Image ALgorithm) enhances resolution
- **400dpi RESOLUTION**
  (Default res. - 300dpi. Will address 200, 240 & 400dpi)
- **UNIQUE FLASH ROM**
  For controller upgrade and storage
- **PCMCIA CARD SLOT** (PCMCIA/JEIDA Compatible)
  For programmable FLASH ROM cards
- **EXPANSION BOARD SLOT**
  For improved connectivity eg. Coax/Twinax, PC-LAN etc
- **LAYOUT** Document description language
- **SERIAL + PARALLEL PORTS**
- **OPTIONAL FAX UPGRADE** See accessories left
- **1 YEAR ON-SITE WARRANTY OR UP TO 12,000 COPIES**
  Next working day response

CONSUMABLES + ACCESSORIES

PRODUCT CODE	PRODUCT DESCRIPTION	PRICE EXC VAT
CAB 7500	Cable for PC/ST/Amiga	£8.47
KIT 5200	Laser Starter Kit inc Cable	£12.50
LAA 5238	Universal Feeder (2nd Tray)	£85.00
LAA 5262	2Mb RAM Module	£85.00
LAA 5218	Developer/Toner Cartridge	£75.74
LAA 5225	OPC Cartridge (Drum)	£89.00
LAA 5312	A4 Paper Tray (100 Sheets)	£35.00
FAX 1200	Ricoh Fax/Modem Software/Firmware	£120.00
MOD 7199	Pace Microlin FX Fax/Data Modem	£149.00
LAA 5279	Ricoh Flash ROM Card (0.5Mb)	£49.00
LAA 5288	Ricoh Flash RAM Card (1Mb)	£199.00

All Prices are Exc VAT - CALL FOR A FULL PRICE LIST

*Note: A4 paper tray is already included in the printer price. More A4 trays can be purchased to feed different coloured stationery.

THE SILICA SERVICE

SILICA 1978 1994 16 YEARS SERVICE TO YOU

Before you decide when to buy your new laser printer, we suggest you think very carefully about WHERE you buy it. Consider what it will be like a few months after you have made your purchase, when you may require additional peripherals or software, or help and advice. And, will the company you buy from contact you with details of new products? At Silica, we ensure that you will have nothing to worry about. With our unrivalled experience and expertise, we can meet our customers' requirements with an understanding which is second to none. Complete and return the coupon now for our latest FREE literature and begin to experience the "Silica Service".

- *FREE OVERNIGHT DELIVERY:* On all hardware orders shipped in the UK mainland (there is a small charge for Saturday delivery).
- *TECHNICAL SUPPORT HELPLINE:* A team of technical experts will be at your service.
- *PRICE MATCH:* We match on a "Same product - Same price" basis.
- *ESTABLISHED 16 YEARS:* We have a proven track record in professional computer sales.
- *PART OF A £50M A YEAR COMPANY:* With over 300 staff - We are solid, reliable and profitable.
- *BUSINESS + EDUCATION + GOVERNMENT:* Volume discounts are available. **Tel: 081-308 0888.**
- *SHOWROOMS:* We have demonstration facilities at all our stores.
- *THE FULL STOCK RANGE:* All of your computer requirements from one supplier.
- *FREE CATALOGUES:* With special offers and product news.
- *PAYMENT:* We accept most major credit cards, cash, cheque or monthly terms (APR 29.8% - written quotes on request).

Silica

NOW IN 18 BRANCHES OF DEBENHAMS STORES NATIONWIDE

MAIL ORDER 081-309 1111

PLUS TECHNICAL AND HEAD OFFICE

SILICA, SILICA HOUSE, HATHERLEY ROAD, SIDCUP, KENT, DA14 4DX

PLUS BRANCHES AT:

BRISTOL	Debenhams - (3rd Floor), St James Barton	0272 291021
CARDIFF	Debenhams - 46-50 St. David's Way	0222 399789
CHELMSFORD	Debenhams - (2nd Floor), 27 High Street	0245 355511
CROYDON	Debenhams - (2nd Floor), 11-31 North End	081-688 4455
GLASGOW	Debenhams - (5th Floor), 97 Argyle Street	041-221 0088
GUILDFORD	Debenhams - (3rd Floor), Millbrook	0483 301300
HARROW	Debenhams - Open Sept '94, Station Road	081-427 4300
HULL	Debenhams - (2nd Floor), Prospect Street	0482 25151
IPSWICH	Debenhams - (2nd Floor), Westgate Street	0473 221313
LONDON	52 Tottenham Court Road	071-580 4000
LONDON	Debenhams - (3rd Floor), 334 Oxford St	071-493 3735
LUTON	Debenhams - (1st Floor), Arndale Centre	0582 21201
MANCHESTER	Debenhams - (3rd Floor), Market Street	061-832 8666
PLYMOUTH	Debenhams - (3rd Floor), Royal Parade	0752 266666
ROMFORD	Debenhams - (3rd Floor), Market Place	0708 766066
SHEFFIELD	Debenhams (3rd Floor), The Moor	0742 768611
SHEFFIELD	Debenhams - Open Sept '94, Meadowhall Centre	0742 568555
SIDCUP	Hatherley Road	081-302 8811
SOUTHAMPTON	Debenhams - (1st Floor), Queensway	0703 223888
SOUTHEND	Keddies - (2nd Floor), High Street	0702 468039
THURROCK	Debenhams - (1st Floor), Lakeside Centre	0708 860066

To: Silica, AMFOR-1194-219, Hatherley Rd, Sidcup, Kent, DA14 4DX

PLEASE SEND INFORMATION ON RICOH LP1200

Mr/Mrs/Miss/Ms: .... Initials: ....

Surname: ....

Company (if applicable): ....

Address: ....

....

....

....

.... Postcode: ....

Tel (Home): ....

Tel (Work): ....

Which computer(s), if any, do you own?

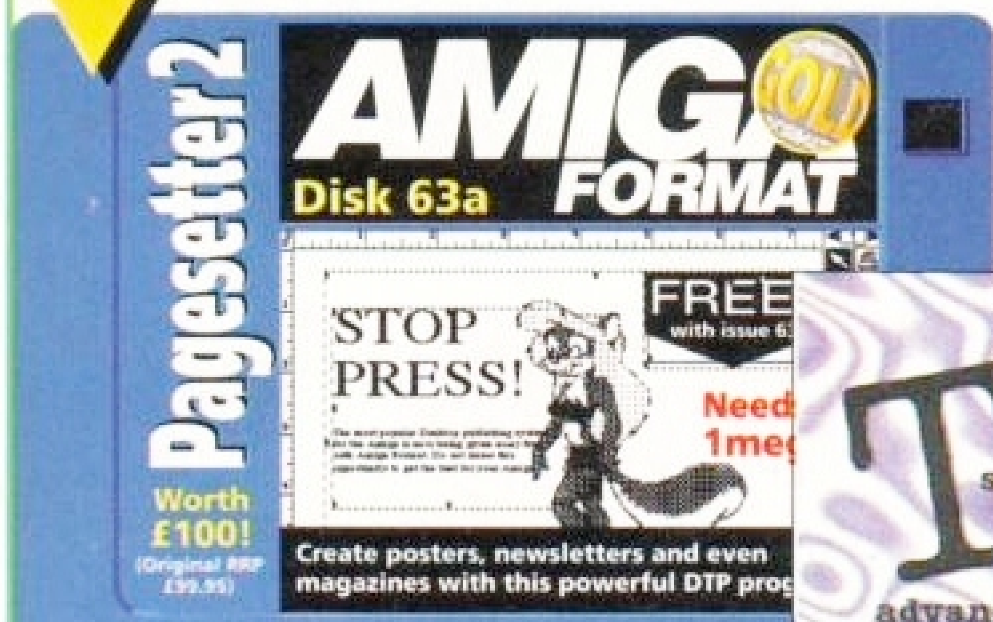
.... 219F


Spectacular
launch issue
on sale
Wednesday
26 October


the internet magazine
.net
NEW!
Easy Internet
Your complete guide to getting on-line
Net Work
How the Net *will* change your working life
48 Hours
One newbie's first days in cyberspace
Net Cults
The more you get into it, the weirder it gets...
Cheaper than psychiatric bills!
Easier to understand than Wired!
Lighter than PC Plus!
It's .net magazine
The complete guide to the wired world
If you want to get involved in the Internet
(and you should) this is where to start...
the internet magazine
.net
Issue one on sale Wednesday 26 October
Essential reading for netsurfers – and those just about to dip their toes in the water
Future
PUBLISHING
Your guarantee of Internet without tears (or your money back)

Part 2 BETTER BY

Marcus Dyson takes a look at magazine layout, and how and why it follows and breaks the golden rules of design.



If you want to buy the *PageSetter 2* manual at the special *AF* price of £9.99, turn to page 152. Also on offer is the *PageSetter 3* upgrade for only £39.99! If you missed *PageSetter 2* on our *AF63* Coverdisk turn to Back Issues on page 133.

After last month's look at the basic rules of design, this month we are going to look at magazine design and see how those rules are applied, and when they are broken.

The magazine page layout shown here attempts to convey information attractively and accessibly. A good designer will read the copy and study the pictures to go on a page before laying it out. If it were not for the need to look at the subject matter and think about the type of people who will read the finished pages, design could be fully automated.

It is because every aspect of page design has to be considered, be it the font, the colours or the positioning and size of the type, that the job of designer is a very skilled one.

Snowboard UK is an enthusiast's mag so they don't need to be spoon-fed information. Rather than making the text as clear as possible, the designers can be more imaginative. But this spread is for beginners, aiming to help them improve their snowboarding technique. The information must be clear and legible but it must also live up to the rest of the mag's youthful style.

I designed this spread, so let's take a look at what I was trying to do – and if it worked.



This is the first in a series of articles starting with the very basic turn, leading through to more advanced carving and on to basic freestyle moves. If you can already ride its a chance to check your technique, if you're just starting out it's a few pointers to help you on your way. The difference between the really good guys, freestyle and racers, and the rest is the quality of their basic technique. Once the basics are there then the individual style can flow. If you start out with good basics your rate of improvement will be fast. Get it right now and how far you go is up to you. So before you learn to jib, learn to ride!

The first in the series looks at the basic turn. Important points to look for are the basic stance: Good weight distribution, a nice relaxed upright body position keeping the arms low in a natural feeling position for balance. Most important is that the upper body doesn't make too much excess movement, at all times try and keep relaxed and facing in the same direction as your front foot. (If you have a low angled freestyle stance - Flat/Straight across - then you'll stand facing your toe edge, as your angles increase the body will turn to face the front more.) So don't turn the upper body to face forwards unless your bindings face that way, Stay side on and let the board and the body move together.

With the Basic Turn the board is kept quite flat through most of the turn, this makes the board easier to slide around. The edge is used mainly in the traverse and finish of the turns to act as a brake and hold the new direction.

The second part of this issue looks at the basic technique of riding Fakie and then something to work for,

THE INTRODUCTORY TEXT

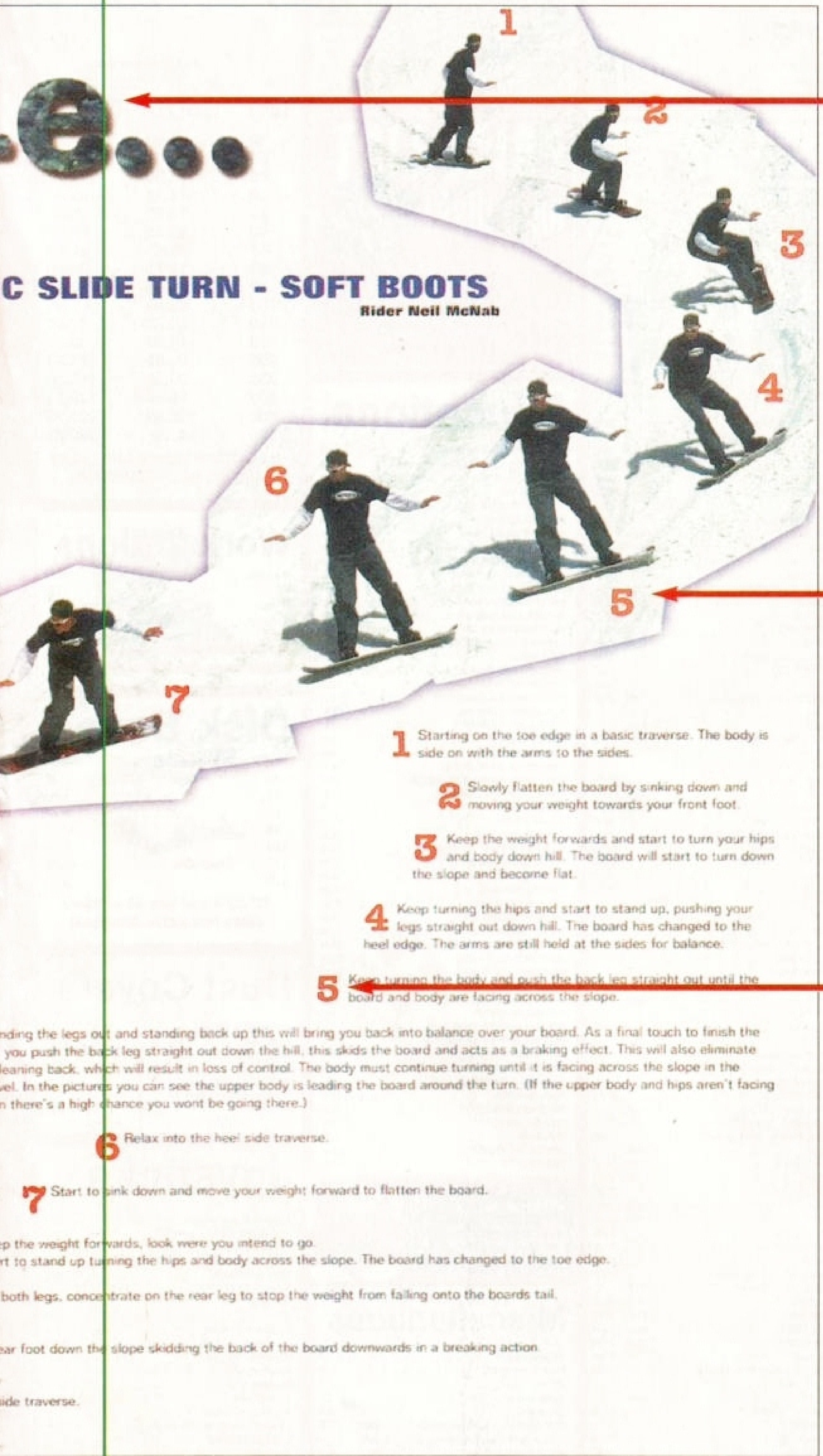
Here is an exapmle of a classic mistake. I had created a very subtle texture to use as a background, using a snowfield as the basis of the image. The image had the contrast lowered and was brightened so that the text would be clearly visible over the top. The background faded to white at the right hand side to lead into the rest of the feature.

Unfortunately when the page went to the bureau (who produce your bromide or film) for output, I neglected to send the EPS file with it. Without this file the bureau could not output the image, so another designer substituted this background. The result – the text cannot be read, and the page is spoilt.

The lesson to be learnt from this page is don't forget to include all the necessary files when sending a page to a bureau for output. Make sure to include your fonts, if they are obscure ones that the bureau is unlikely to have, and do not forget to include all your graphics files.

DESIGN

NEXT MONTH
MORE DTP HINTS AND TIPS FROM OUR EXPERT



THE TITLE

The title image is typographical, but it was actually created using a paint package. The type tool in the paint package was used to create the word Teknique, the spelling is purposefully wrong to give the feature an individual character while still clearly stating the subject matter. The letters were then picked up as brushes and had their baselines moved up and down to loosen the design.

Then the word was copied on to a spare page for later attention. On the first page, a scan of some snow was pasted into the letters, then darkened and made more bluey so that it would show clearly on the white background. On the spare page, the word was then blurred to give a shadow-type effect. Then the snow-filled word was picked up as a brush and pasted on to the shadow to give an effect that really makes it stand off the page.

You will see the same shadow effect used many times on the pages in this issue of *Amiga Format* – it is in fact used on the headline of this very article.

THE STEP-BY-STEP PHOTO

The main image is by far the most striking element on the page. Sweeping from top right to bottom left it completely dominates the layout. And that's just how it should be, since the whole spread is basically an annotation of this image.

Digital trickery has been used to superimpose a series of shots of the same snowboard rider throughout a manoeuvre on to one image. Rather than just composite them all into one big rectangular picture a dynamic curve has been created to emphasise the speed and smooth-flowing motion of the snowboarder.

A blue border has been added to define this shape more clearly. If the image were just laid on the white page surface, the white snow of the photo backgrounds would not be clearly enough defined from the page to make this design work.

THE TEXT

Using large, clearly visible, bright red numbers on each separate stage of the photo-progression ties them clearly to the appropriate bit of the text. It also breaks the text into nice-sized chunks that are easy to approach.

The flow of the text, achieved by using separate format styles for each paragraph, echoes the flow of the rider, and again ties the text to what it is seeking to explain. The text itself is in a simple plain sans serif font for a clean, modern look.

The paragraph headed Note breaks our rules about line length. But it is only five lines long, so reading it does not present a difficulty, and the extra line length helps to distinguish it from one of the more normal 'steps' in the instructions.

OVERALL

These pages from *Snowboard UK* are an attempt to creatively use that most tricky of design tools – white space. To give the spread a clean, textbook-like appearance much of the surface was left blank. This was also intended to arrest the reader's attention, since this is the first in a series of articles for beginners.

If the fading background on the left border had worked as intended, the whole spread would have had a lighter, much cleaner feel. As it is it appears unbalanced because of the heavy blue background on the introductory text.

Ameagre Prices for Amiga Users

Fast-response Mailorder *and* the Games Centre
10am—7pm Mon to Fri
10am—4pm Saturday

VISA · MasterCard · Eurocard

Games

Title	Price
1869 (1MB)	23.95
688 ATTACK SUB	11.75
A-TRAIN (1MB)	15.15
ADDAMS FAMILY	8.75
AIR BUCKS V1.2 (1MB)	12.95
AIR SUPPLY	4.99
AKIRA	22.60
ALIEN 3 (1MB)	20.95
ALIEN BREED - SPECIAL EDITION (1MB)	9.60
ALIEN BREED 2 (1MB)	21.95
ALLO ALLO	12.95
AMBERMOON (1MB)	27.95
ANCIENT ART OF WAR IN THE SKIES (1MB)	27.95
ANNIHILATOR	19.95
APIDYA (1MB)	9.60
APOCALYPSE	20.95
ARCADE POOL (1MB)	8.75
ARMOUR GEDDON 2	20.95
ARSENAL - THE COMPUTER GAME	20.95
ASHES OF EMPIRE (1MB)	14.45
ASSASSIN SPECIAL EDITION (1MB)	9.60
AWARD WINNERS 2 (COMP)	23.95
B-17 FLYING FORTRESS (1MB)	27.95
BATMAN - THE MOVIE	6.96
BATMAN RETURNS	12.95
BATTLE ISLE '93	20.95
BENEATH A STEEL SKY	27.95
BENEFACTOR	20.95
BIRDS OF PREY (1MB)	12.95
BLACK CRYPT	10.95
BLASTAR (1MB)	9.95
BLOB (1MB)	20.95
BODY BLOWS (1MB)	13.95
BODY BLOWS GALACTIC (1MB)	21.95
BREACH III (1MB)	27.95
BRIAN THE LION (1MB)	20.95
BUBBA 'N' STIX	20.95
BUBBLE BOBBLE (NOT1200) (NOT600)	6.96
BUBBLE DIZZY	6.96
BUBBLE GUN	19.95
BULLYS SPORTING DARTS (1MB)	8.75
BUMP 'N' BURN	23.95
BUMPER QUAD PACK	9.99
BURNING RUBBER (1MB)	20.95
BURNTIME	27.95
CADAVER + THE PAYOFF	12.95
CAESAR DELUXE (1MB)	12.95
CAMPAIGN	27.95
CAMPAIGN 2 (1MB)	27.95
CANNON FODDER	23.95
CARDIAXX	8.75
CENTURION	9.60
CHAMPIONSHIP MANAGER '94 SEASON DISK	8.75
CHAMPIONSHIP MANAGER COMPENDIUM (1MB)	22.60
CHAMPIONSHIP MANAGER END OF SEASON DATA	13.45
CHAMPIONSHIP MANAGER ITALIA (1MB)	20.95
CHUCK ROCK 2 - SON OF CHUCK (1MB)	20.95
CIVILIZATION (1MB)	27.95
CLASSIC ARCADIA/BABY ARCADIA	8.75
CLOCKWISER	10.95
CLUB FOOTBALL - THE MANAGER	23.95
COMPLETE CHESS SYSTEM 15K	23.95
COMPLETE CHESS SYSTEM 35K	27.95
CONTRAPTIONS	12.95
COOL SPOT	23.95
COOL WORLD	12.95
CORPORATION	8.75
COUNT DUCKULA	6.96
COUNT DUCKULA 2	6.96
CRASH DUMMIES	16.85
CREEPERS	20.95
CRIME CITY	6.96
CROSSBOW - THE LEGEND OF TELL (1MB)	6.96
CRUISE FOR A CORPSE	12.95
CRYSTAL KINGDOM DIZZY	8.75
CURSE OF ENCHANTIA	12.95
CYBERCON III	10.95
CYBERSPACE (1MB)	27.95
D-DAY (US-GOLD) (1MB)	23.95
D-DAY : BEGINNING OF THE END (IMP)	27.95
D-GENERATION (1MB)	14.45
DALEK ATTACK	8.75
DANGEROUS STREETS	20.95
DARKMERE (1MB)	23.95
DEMOMANIAC	20.95
DENNIS	20.95
DENNIS & GNASHER	19.95
DESERT STRIKE	23.95
DETROIT	27.95
DINOSAUR DET. AGENCY	14.45
DISCOVERY	6.96
DIZZY PANIC	6.96
DIZZY'S EXCELLENT ADVENTURES	19.95
DOG FIGHT (1MB)	27.95
DREADNOUGHTS	30.95
DREADNOUGHTS - BISMARCK	14.95
DREADNOUGHTS - IRONCLADS	14.95
DREAMWEB (1MB)	27.95
DUNE II (1MB)	24.95
EARL WEAVER BASEBALL	8.75
ELFMANIA (1MB)	20.95
ELITE II - FRONTIER	23.95
EMPIRE SOCCER 94	20.95
EPIC (1MB)	12.95
EUROPEAN CHAMPIONS	20.95
EVASIVE ACTION - DUEL FOR THE SKY	23.95
EXILE (1MB)	23.95
EYE OF THE BEHOLDER II	14.45
F-15 STRIKE EAGLE II	14.45
F-16 COMBAT PILOT (NOT1200)	8.75
F1 (DOMARK)	20.95
F17 CHALLENGE (1MB)	10.95
FALCON	7.95
FALCON - FIREFIGHT DATA DISK	8.75
FANTASY WORLD DIZZY (NOT1200)	6.96
FATAL STROKES	23.95
FIELDS OF GLORY (1MB)	27.95
FINAL FIGHT	8.75
FIRE HAWK	9.99
FIRST DIVISION MANAGER (NOT600)	6.96
FLIGHT OF THE INTRUDER (NOT+)	8.75
FLY HARDER	8.75
FOOTBALL MANAGER 3	20.95
FORMULA 1 GRAND PRIX (1MB)	14.45
FORT APACHE	6.96
G2	20.95
GAUNTLET II	6.96
GOAL (1MB)	16.85
GOAL - WORLD CUP EDITION (1MB)	10.95
GOBLIINS 2 (1MB)	23.95
GRAHAM GOOCH CRICKET (1MB)	23.95
GRAHAM GOOCH CRICKET - 2ND INNINGS	9.95
GRAHAM TAYLOR'S SOCCER (1MB)	8.75
GRAND PRIX CIRCUIT	8.75
GRANDSLAM CLASSICS	16.85
GULP	23.95
GUNSHIP 2000 (1MB)	27.95
HAND OF ST JAMES	6.96
HANNA BARBARA'S ANIMATION WORKSHOP	35.99
HANNIBAL	23.95
HARD DRIVIN' 2	8.75
HARPOON - BATTLE SET 4	12.95
HARPOON - EDITOR	16.85
HARPOON V.121 (1MB)	12.95
HARRIER JUMPJET (1MB)	27.95
HEIMDALL 2 (1MB NOT1200)	27.95
HEROQUEST	8.75
HEROQUEST 2 - LEGACY OF SORASIL	20.95
HILL STREET BLUES	8.75
HIRED GUNS	27.95
HISTORY LINE (1914-1918) (1MB)	27.95
HOYLES BOOK OF GAMES - VOL 1	10.95
HOYLES BOOK OF GAMES - VOL 2	10.95
HUCKLEBERRY HOUND	6.96
IMPOSSIBLE MISSION 2025 (1MB)	23.95
INDIANAPOLIS 500	10.95
INNOCENT UNTIL CAUGHT	30.70
INTELLIGENT STRATEGY GAMES 5	10.95
INTERNATIONAL 5 A SIDE	6.96
INTERNATIONAL GOLF	6.96
INTERNATIONAL MANAGER	20.95
INTERWORD 2	39.95
ISHAR - LEGEND OF THE FORTRESS (1MB)	8.75
ISHAR 2 (1MB)	23.95
ISHAR 3	26.70
JACK NICKLAUS GOLF	6.96
JACK NICKLAUS UNLIMITED GOLF	14.45
JACK THE RIPPER (1MB)	35.99
JAGUAR XJ220 (1MB)	8.75
JAMES POND (NOT1200)	6.96
JET STRIKE (1MB)	20.95
JIMMY WHITE'S WHIRLWIND SNOOKER	12.95
JOHN MADDEN'S FOOTBALL	10.95
JUNGLE STRIKE	20.95
JURASSIC PARK (1MB)	20.95
K240 - UTOPIA 2	23.95
KGB (1MB)	12.95
KICK OFF III	19.95
KID CHAOS (1MB)	20.95
KID PIX (NOT1200)	20.95
KINGDOMS OF GERMANY	23.95
KINGMAKER	29.00
KINGPIN (1MB)	8.75
KINGS QUEST 3	14.45
KINGS QUEST 4	14.45
KINGS QUEST 6	27.95
KNIGHTS OF THE SKY (1MB)	14.45
LASER SQUAD	8.75
LEGENDS	23.95
LEMMINGS (ORIGINAL)	12.95
LIBERATION - CAPTIVE 2 (1.3MB)	23.95
LINKS	14.45
LOMBARD RAC RALLY	6.96
LOOM	12.95
LORDS OF THE REALM	27.95
LOTUS III - THE ULTIMATE CHALLENGE (1MB)	18.95
LOTUS TURBO TRILOGY (1MB NOT1200)	23.95
LURE OF THE TEMPTRESS	12.95
MAELSTROM	27.95
MAGICIANS CASTLE	23.95
MAGICLAND DIZZY	6.96
MANCHESTER UNITED - PREMIER LEAGUE	23.95
MARIO IS MISSING (1MB)	23.95
MAVIS BEACON TEACHES TYPING V.2 (1MB)	23.95
MICRO MACHINES	20.95
MICROPROSE SOCCER	6.96
MIG 29M SUPER FULCRUM	12.95
MINI OFFICE (1MB)	49.95
MONOPOLY	22.60
MR BLOBBY	16.85
MR NUTZ	20.95
MYTH	8.75
NASCAR CHALLENGE	12.95
NIPPON SAFES INC	23.95
NODDY'S BIG ADVENTURE	19.95
ON THE BALL - LEAGUE	23.95
ON THE BALL - WORLD CUP	23.95
OUTLANDER	24.95
OVERDRIVE (1MB)	13.95
OVERLOAD (1MB)	27.95
OVERLORD (1MB)	27.95
PALADIN II (1MB)	6.96
PANZA KICK BOXING	8.75
PEN PAL	38.95
PGA TOUR GOLF (1MB)	12.95
PINBALL DREAMS/PINBALL FANTASIES	27.95
PINBALL MAGIC	8.75
PINKIE	20.95
PIXIE & DIXIE	8.75
PLAYDAYS	19.95
POLICE QUEST 1	14.45
POLICE QUEST 3 (1MB)	14.45
POPEYE 2	6.96
POPEYE 3	10.95
POPULOUS II (1MB)	12.95
POPULOUS/PROMISED LANDS	11.75
POSTMAN PAT	6.96
POSTMAN PAT 3	6.96
POSTMAN PAT PAINT PACKAGE	10.95
POWERMONGER PLUS DATA DISK	12.95
PREMIER MANAGER 2	20.95
PREMIER MANAGER 3 (1MB)	20.95
PREMIERE	8.75
PRINCE OF PERSIA	6.96
PRINCE OF THE YOLKFOLK	6.96
PRO TENNIS TOUR 1 (NOT+)	6.96
PROJECT X (1MB)	10.95
PUGGSY	23.95
PUTTY (SILLY)	8.75
PUTTY SQUAD (1MB)	23.95
QWAK (1MB)	10.95
RAILROAD TYCOON (1MB NOT600)	14.45
RAINBOW ISLANDS	6.96
REACH FOR THE SKIES	24.95
REALMS	10.95
ROAD RASH	10.95
ROBINSON'S REQUIEM	26.70
ROBOCOP II	6.96
ROBOCOP III	10.95
ROOKIES (1MB)	20.95
RORKE'S DRIFT	6.96
RUFF 'N' TUMBLE	20.95
RUGBY LEAGUE COACH	23.95
S.U.B.	23.95
SCRABBLE	22.60
SENSIBLE SOCCER INTERNATIONAL EDITION	16.85
SETTLERS (1MB)	27.95
SHUTTLE	12.95
SIERRA SOCCER (1MB)	19.95
SILENT SERVICE II	14.45
SIM CITY CLASSIC	12.95
SIM CITY DELUXE	23.95
SIM CITY/POPULOUS	23.95
SIM CLASSICS (COMP) (1MB)	27.95
SIMON THE SORCERER (1MB)	27.95
SIMULCRA	8.75
SKIDMARKS (1MB)	20.95
SLICKS	16.85
SNAPPERAZZI	14.95
SOCCER KID	18.95
SOCCER TEAM MANAGER	10.95
SOOTY & SWEEP (NOT1200)	6.96
SOOTYS FUN WITH NUMBERS	16.85
SOUP TREK	23.95
SPACE HULK	27.95
SPACE LEGENDS (1MB)	23.95
SPACE QUEST 2	10.95
SPEEDBALL 2	8.75
SPORTS MASTERS (COMP)	23.95
STAR LORD (1MB)	27.95
STARDUST (1MB)	14.45
STREET FIGHTER 2 (1MB)	12.95
STRIKE FLEET	11.75
STRIKER	8.75
SUB WAR 2050 (1MB)	27.95
SUBURBAN COMMANDO	19.95
SUPER LEAGUE MANAGER	20.95
SUPERCARS II (NOT1200)	8.75
SUPERHERO (1MB)	23.95
SUPREMACY	10.95
SWITCHBLADE II	8.75
SWIV	8.75
SYNDICATE (1MB)	27.95
TACTICAL MANAGER - ENGLISH	20.95
TACTICAL MANAGER - ITALIAN	20.95
TACTICAL MANAGER - SCOTTISH	20.95
TENNIS CUP 2	8.75
TERMINATOR 2 - COIN OP	23.95
TEST DRIVE II	6.96
TEST MATCH CRICKET	19.95
THE CYCLES	8.75
THE GREATEST (COMP) (1MB)	26.70
THEIR FINEST HOUR	14.45
THEME PARK (1MB)	27.95
THOMAS FUN WITH WORDS (NOT1200)	16.85
THOMAS PAINT PACKAGE	10.95
THOMAS THE TANK ENGINE	6.96
THOMAS THE TANK ENGINE COLLECTION	14.45
THOMAS'S BIG RACE	10.95
THUNDERHAWK	8.75
TORNADO	27.95
TORVAK THE WARRIOR	8.75
TOYOTA CELICA	6.96
TRACKSUIT MANAGER	6.96
TRACKSUIT MANAGER '94	19.95
TRANSARCTICA	8.75
TRAPS 'N' TREASURES	20.95
TREASURE ISLAND DIZZY	4.45
TRIVIAL PURSUIT	6.96
TURBO TRAX (1MB)	20.95
TURRICAN	6.96
TURRICAN III	20.95
TWILIGHT 2000	27.95
ULTIMATE PINBALL QUEST	23.95
UNIVERSE (1MB)	27.95
UTOPIA (NOT1200)	8.75
VALHALLA (1MB)	23.95
WARZONE	8.75
WEMBLEY RUGBY LEAGUE	20.95
WILD CUP SOCCER	20.95
WING COMMANDER I (1MB)	12.95
WINTER CAMP	4.99
WINTER OLYMPICS	19.95
WIZ 'N' LIZ	15.99
WOLFCHILD	8.75
WONDER DOG	13.95
WORDWORTH V3.0 (2MB)	79.95
WORLD CLASS RUGBY	12.95
WORLD CUP USA '94	22.60
WORLD CUP YEAR 94 (COMP) (1MB)	23.95
WORLD OF SOCCER	16.85
WORLDS OF LEGEND	14.45
X-OUT	6.96
XENON II	8.75
YO JOE	20.95
Z-OUT	6.96
ZOOL 2 (1MB)	20.95

Budget Games

NEW FROM KIXX £4.99 each

Amiga & PC versions of each game are both supplied on the same disk!

3D POOL
ACTION FIGHTER
BIONIC COMMANDO
BLASTEROIDS
CARRIER COMMAND
E-MOTION
INDIANA JONES & THE LAST CRUSADE (ACT)
INTERNATIONAL SOCCER CHALLENGE
MICROPROSE SOCCER (NOT 1200)
OUTRUN (NOT 1200)
RICK DANGEROUS
RICK DANGEROUS 2
STREET FIGHTER
STUNT CAR RACER
WORLD CLASS LEADERBOARD

DataGEM

has supplied computer hardware and software to tens of thousands of satisfied customers since 1987

Amiga Atari PC Sega

*Trust **us** to have all you need*

NO CREDIT CARD SURCHARGES

WE WILL NOT CHARGE YOUR CREDIT CARD UNTIL THE GOODS HAVE BEEN DESPATCHED

1200 & CD32

Title	1200	CD32
COMP. PRO SUPER CD32 PAD (A/F)		17.95
1869	23.95	
7 GATES OF JAMBALA		20.95
ALADDIN	23.95	
ALFRED CHICKEN	20.95	20.95
ALIEN BREED - SPEC. ED./QWAK		19.95
ALIEN BREED 2	19.95	23.95
ALIEN BREED 2 - TOWER ASSAULT		23.95
ALL TIME GREATS		12.95
ARCADE POOL		12.95
BANSHEE	23.95	23.95
BATTLE CHESS		23.95
BATTLE TOADS		19.95
BEAVERS		20.95
BENEATH A STEEL SKY		23.95
BODY BLOWS	12.95	
BODY BLOWS GALACTIC	19.95	
BRIAN THE LION	20.95	16.85
BRUTAL SPORTS FOOTBALL	16.85	23.95
BUBBA 'N' STIX		23.95
BUBBLE & SQUEAK	23.95	23.95
BUMP 'N' BURN	23.95	
BURNING RUBBER	20.95	
CAESAR/COHORT 2		20.95
CANNON FODDER		23.95
CASTLES 2	27.95	23.95
CD EXCHANGE VOL 1		16.85
CHAMBERS OF SHAOLIN		20.95
CHAOS ENGINE	20.95	19.95
CHUCK ROCK		12.95
CHUCK ROCK 2		23.95
CIVILIZATION	31.95	
D-GENERATION	16.85	20.95
DANGEROUS STREETS	20.95	23.95
DARK SEED		23.95
DEEP CORE		14.95
DELUXE PAINT IV AGA	79.95	
DENNIS	22.60	20.95
DETROIT	27.95	
DIGGERS	27.95	
DISPOSABLE HERO		23.95
DIZZY'S ENCHANTED WORLDS		12.95
DONK		23.95
DREAMWEB		27.95
ELITE II - FRONTIER		23.95
EMERALD MINES		13.95
EXILE		23.95
EXTRACTORS		23.95
FATMAN	20.95	
FIELDS OF GLORY	27.95	27.95
FIRE AND ICE		16.96
FIRE FORCE		23.95
FURY OF THE FURRIES		23.95
GLOBAL EFFECT		23.95
GUARDIAN		23.95
GUNSHIP 2000	27.95	23.95
HEIMDALL 2	27.95	27.95
HEREWITH THE CLUES		23.95
HUMANS 1 & 2		24.95
IK+		12.95
IMPOSSIBLE MISSION 2025	27.95	23.95
ISHAR 2	23.95	
ISHAR 3	26.70	
JAMES POND 3 : OP. STARFISH	23.95	27.95
JET STRIKE		20.95
JUNGLE STRIKE	22.60	
JURASSIC PARK	22.60	23.95
KICK OFF III	23.95	26.70
KID CHAOS	22.60	22.60
LABYRINTH OF TIME		23.50
LAMBORGHINI AMERICAN CHALLENGE		20.95
LEMMINGS (ORIGINAL)		20.95
LIBERATION - CAPTIVE 2		27.95
LIONHEART		16.85
LITIL DIVIL		23.95
LOST VIKINGS		23.95
LOTUS TURBO TRILOGY		19.95
LOVERS GUIDE		23.95
MANCHESTER UNITED - PREM. LGUE		23.95
MEAN ARENAS		14.95
MICRO FRENCH		27.95
MICROCOSM		34.99
MIGHTY MAX	22.60	
MORPH	20.95	23.95
MR BLOBBY		16.85
MR NUTZ	22.60	
NAUGHTY ONES	20.95	20.95
NICK FALDOS CHAMPIONSHIP GOLF		27.95
NIGEL MANSELL		19.95
NO SECOND PRIZE		16.85
ON THE BALL - LEAGUE	26.70	
ON THE BALL - WORLD CUP	26.70	
ON THE BALL CD (WORLD CUP+LEAGUE)		27.95
OSCAR	20.95	
OUT TO LUNCH	20.95	20.95
OVERKILL	16.85	
OVERKILL/LUNAR-C		23.95
PINBALL FANTASIES	23.95	26.70
PINKIE	20.95	23.95
PIRATES GOLD		23.95
PLANET FOOTBALL		27.95
PREMIERE		12.95
PROJECT X/F17 CHALLENGE		19.95
ROBINSON'S REQUIEM	27.95	
ROBOCOD	8.75	19.95
RYDER CUP	20.95	14.95
SABRE TEAM	23.95	23.95
SECOND SAMURAI	23.95	23.95
SEEK AND DESTROY		20.95
SENSIBLE SOCCER INT'L EDITION		19.95
SIM CITY 2000	27.95	
SIM LIFE	27.95	
SIMON THE SORCERER	31.95	31.95
SKIDMARKS		20.95
SLEEPWALKER	8.75	18.95
SOCCER KID	23.95	23.95
SOCCER TEAM MANAGER		12.95
STAR TREK (25TH ANIV.)	27.95	
STRIKER		19.95
SUPER FROG		12.95
SUPER PUTTY		12.95
SUPER STARDUST	20.95	
SURF NINJAS		16.85
TFX	31.95	
THEME PARK	27.95	
THOMAS THE TANK ENGINE COLLECTION		16.85
TOP GEAR 2	20.95	
TORNADO	27.95	
TOTAL CARNAGE	23.95	21.95
TOWN WITH NO NAME		22.95
TRIVIAL PURSUIT		23.95
TROLLS	8.75	23.95
TWILIGHT 2000	27.95	
UFO - ENEMY UNKNOWN	27.95	23.95
ULTIMATE BODY BLOWS		23.95
UNIVERSE		27.95
URIDIUM 2		19.95
VIDEO CREATOR		32.95
WEMBLEY INT. SOCCER	20.95	23.95
WHALES VOYAGE	23.95	23.95
WILD CUP SOCCER		23.95
ZOOL	20.95	23.95
ZOOL 2	20.95	19.95

PRICE LIST on a disk! only £1

- List of all software & accessories
- Cheats for hundreds of games
- Various public domain games

(1Megabyte or more required)

Educational

Title	Price
ADI ENGLISH (11-12 or 12-13)	20.95
ADI ENGLISH (13-14 or 14-15)	20.95
ADI FRENCH (11-12 or 12-13)	20.95
ADI FRENCH (13-14 or 14-15)	20.95
ADI GCSE ENGLISH (1MB)	27.95
ADI GCSE FRENCH (1MB)	27.95
ADI GCSE MATHS (1MB)	27.95
ADI JUNIOR COUNTING (4-5 or 6-7)	16.85
ADI JUNIOR READING (4-5 or 6-7)	16.85
ADI MATHS (11-12 or 12-13)	20.95
ADI MATHS (13-14 or 14-15)	20.95
ANSWER BACK JUNIOR QUIZ (6-11)	17.95
ANSWER BACK SENIOR QUIZ (12-AD)	17.95
BETTER MATHS (12-16)	18.60
BETTER SPELLING (8-ADULT)	18.60
CAVE MAZE	12.95
FRACTION GOBLINS	12.95
FRENCH MISTRESS	17.95
FUN SCHOOL 2 (6-8) (NOT1200)	6.96
FUN SCHOOL 2 (OVER 8)	6.96
FUN SCHOOL 2 (UNDER 6)	6.96
FUN SCHOOL 4 (5-7)	19.95
FUN SCHOOL 4 (7-11)	19.95
FUN SCHOOL 4 (UNDER 5'S)	19.95
FUN SCHOOL MATHS (7-11) MERLIN	20.95
FUN SCHOOL SPELLING (7-AD)	20.95
GERMAN MASTER	17.95
ITALIAN TUTOR	17.95
JUNIOR TYPIST (5-10)	14.45
MAGIC MATHS (4-8)	18.60
MATHS ADVENTURE (6-14)	22.95
MATHS DRAGONS	12.95
MATHS MANIA (8-12)	18.60
MEGA MATHS (A LEVEL)	21.50
MICRO ENGLISH (8-GCSE)	21.50
MICRO FRENCH (BEGINNERS-GCSE)	21.50
MICRO GERMAN (BEGINNERS-GCSE)	21.50
MICRO MATHS (11-GCSE)	21.50
MICRO SCIENCE (8-GCSE) (1MB)	21.50
MICRO SPANISH	21.50
PAINT AND CREATE (OVER 5'S)	20.95
PICTURE FRACTIONS	12.95
PRIMARY MATHS COURSE (3-12)	21.50
READING WRITING COURSE (3-8)	21.50
REASONING WITH TROLLS	12.95
ROBIN HOOD (LEISURELAND)	18.60
SCROOGE (A CHRISTMAS CAROL)	18.60
SPANISH TUTOR	17.95
THE THREE BEARS (5-10)	18.60
TIDY THE HOUSE	12.95
TIME FLIES	12.95
WIND IN THE WILLOWS	18.60
WIZARD OF OZ	18.60

Please note

NOT+ means software is not compatible with the 500 Plus, 600 or 1200

Miscellaneous

Item		Price
4-Player adaptor		6.96
Head Cleaner (3.5")		3.75
Mouse		14.75
Mouse House		2.95
Mouse Mat		2.95
A500 Expansion upgrade with clock	0.5Mb	27.95
A500 Expansion upgrade without clock	0.5Mb	24.95
A500plus RAM upgrade	1Mb	56.95
A600 Expansion upgrade with clock	1Mb	51.95
Parallel port extension cable		6.80
Parallel printer cable (1.8m)		7.95
Parallel printer cable (5m)		10.95
Roboshift (Auto mouse/joystick switch)		14.75
Zi-Fi Stereo Speakers		37.95

3.5" Disks

Qty	DSDD	DSHD
10	4.95	7.80
20	9.85	15.35
25	11.95	18.25
30	14.25	21.80
35	16.65	25.20
40	18.55	28.60
45	18.65	32.10
50	18.75	34.40
80	29.95	52.30
100	33.99	61.90
120	40.75	72.40
150	48.95	90.25
200	64.95	115.75
250	80.95	143.30
300	96.95	170.75
400	128.99	221.70
500	148.95	269.65

ALL OUR DISKS COME WITH LABELS AND ARE FULLY GUARANTEED

Workstations

Model	Price
500 & 500+	42.95
600	37.95
1200	47.95

Workstations include mouse mat, mouse house and dust cover

Disk Boxes

Capacity	Type	Price
10	Slimpack	0.94
40		4.95
50		5.60
80		6.30
80	Stackable	12.95
100		6.80
110	Stackable	13.95
120		8.75

£2 off if you buy 50 or more disks (excludes Slimpack)

Dust Covers

Item	Price
AMIGA 500 or 500+	3.65
AMIGA 600	3.65
AMIGA 1200	3.95
CD32	3.95
STAR LC10 SERIES PRINTER	7.65
STAR LC24 SERIES PRINTER	6.99
MONITOR	6.99

Joysticks

Item	Price
Amiga Analogue Adaptor (use any PC analogue joystick)	5.95
Python 1 (QS130F)	9.25
Python 1M (QS137F)	9.75
Maverick 1 (QS128F)	13.75
Maverick 1M (QS138F)	13.75
Starfighter 1 Pad	7.95
125+	9.00
Bug (Green or black)	13.50
Competition Pro 5000	13.75
Speedking Analogue	13.80
Speedking A/F	11.00
Navigator	13.75
Cruiser Turbo	12.75
Megastar A/F (SV133)	22.00
Megastick II (MX120) multi-system	9.99
Megagrip II (MX220)	12.50
Top Star	21.50
Star Probe	13.50
Supercharger	9.00
Freewheel Digital	27.00
Freewheel Analogue	36.00
Gravis Game Pad	23.95
Quickjoy 1Turbo (SV121)	7.95

071 608 0624
Fax:071 608 0688

DataGEM Ltd Cheques and Postal Orders

Department AF, 23 Pitfield St, London N1 6HB

Orders against cheques with valid guarantee card numbers will be despatched immediately, otherwise upon cheque clearance.

All prices include UK postage and VAT and are effective until 27th November 1994

On overseas orders, postage is charged at cost. New titles will be sent as released and are subject to manufacturers' price reviews. All orders taken subject to our standard terms and conditions. E.&O.E.

PAINT TUTORIAL

Part 4

Jason Holborn shows you how to build an aquarium and fill it with fish – without ever leaving your Amiga.

Computer pets: they don't smell, won't bite and cost nothing to feed. They're ideal for the hard-up Amiga user – and the struggling artist who wants to bring a bit of the real world on to the computer screen.

This month's tutorial uses plenty of the subtlety of *Personal Paint*, but the subject is still within the bounds of most keen users. It's a bit more sophisticated than last issue's example – but hey, this is a learning process, right? Stick with it and you'll be painting solo in no time.

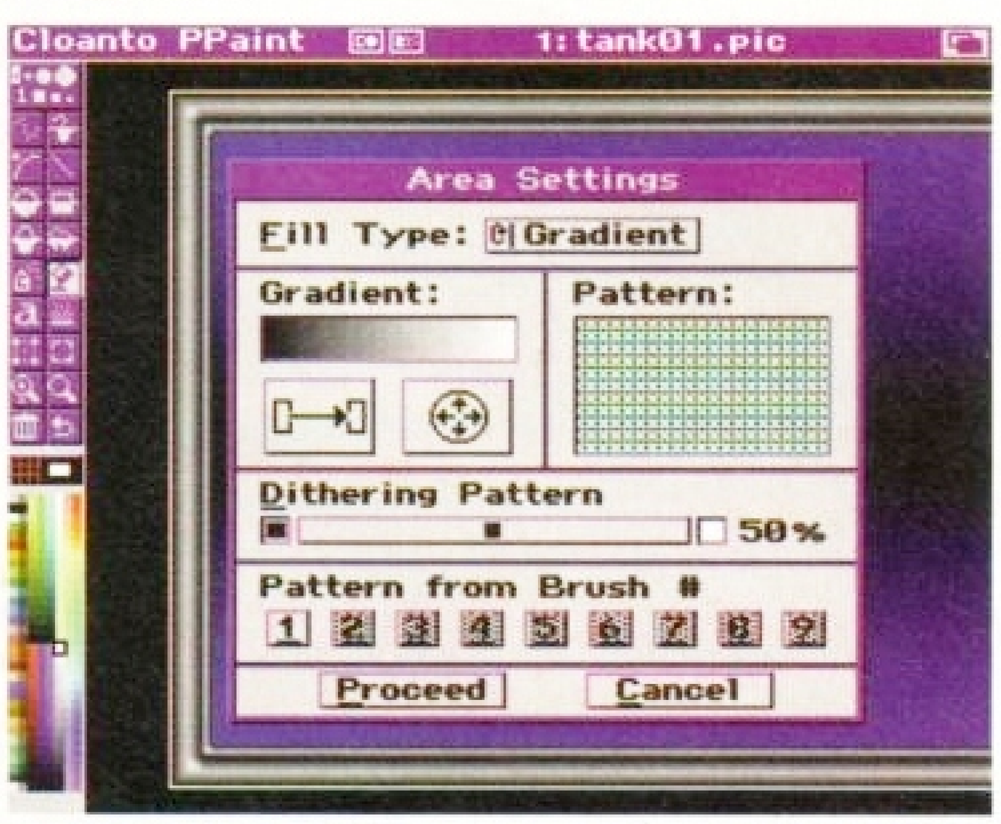
Creating the image is divided into five basic stages, each giving an insight into how to get the most out of your *Personal Paint* package. The mode is Low Res, 256 colour, with a screen size of 320x256; OK? Then let's go fishing....

THE TANK

Clear the screen to black, and using a mid-grey colour and the single pixel brush, draw one rectangle inside another. The gap between the two should be around 3cm, and the larger rectangle should take up almost all the screen.

Select dark blue as your background colour, and black as the foreground colour. Call up the Area Settings requester (right click on the paint can tool), make sure Gradient is the selected fill type, the gradient setting icon shows up and down arrows inside a circle, and the range icon shows just a start and end block (not a series of blocks). Click on Proceed.

Fill the inside rectangle, and you should see colour pour in, starting with blue at the bottom and black at the top. Using the brush cutting tool, copy a rectangle from the middle of the interior to the bottom. Press the Y key to flip the brush vertically, and place this at the top half of the inside rectangle. It will now look as if blue starts at both the top and bottom of the inside of the tank, merging to black in the middle. A subtle and very watery effect.



For the metallic effect on the outside edge of the tank, use a gradient range from white to dark grey. Check the Area Settings requester and ensure your fill settings match the icons shown here.

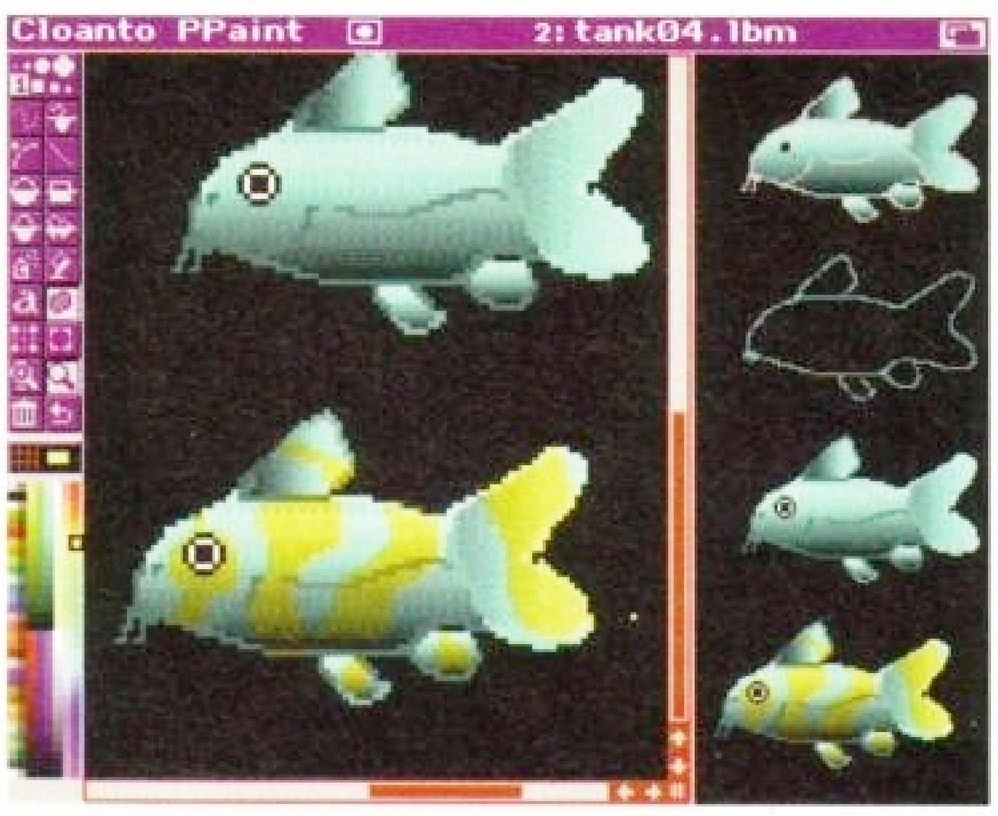
To create a realistic brushed metal look to the outside edges of the tank, use Gradient fill again, but with a couple of changes to the method outlined above: click on the gradient setting icon until you see a circle with four arrows inside it, and select white as your foreground colour, and black as your background colour. When you now fill the gap between the two rectangles, *Personal Paint* magically highlights the edges for you, giving a solid, 3D textured effect.

Remember to save the picture of your tank for safety. It's time to play Baron Frankenstein and create some life...

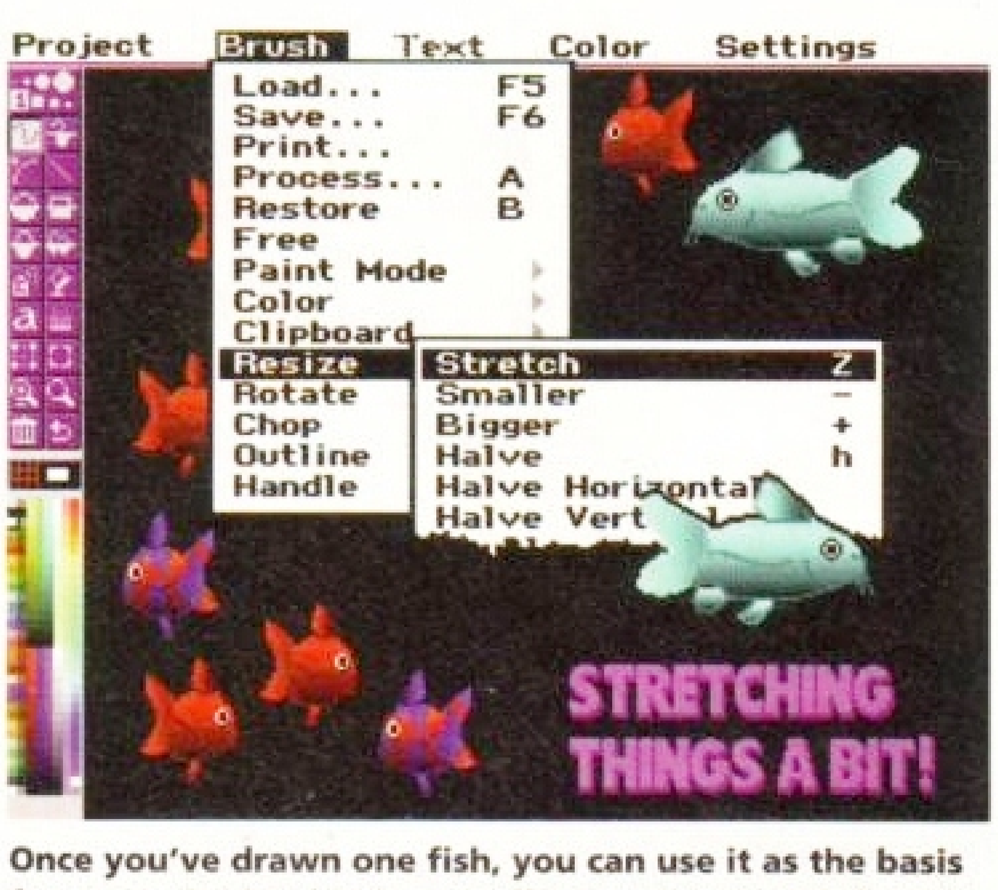
THE FISH



Six stages in the drawing of our fish – from basic outline to multi-gradient filled finale. The body, fins and tail all need different Gradient Settings, which are explained in this article. The coloured tint adds that extra-special finishing touch.



A close up showing how the fish is drawn and finally coloured using the freehand Tint effect.



Once you've drawn one fish, you can use it as the basis for several other kinds. By calling up the stretch feature from the Brush pull-down menu, you can contort your original drawing any way you like. Note the small fish hanging about at bottom left.

Press the J key to move to the alternate screen. Ensure it's the same mode and size as your main screen (check and edit it by pressing I for the screen format editor).

You have to create the fishy shape yourself using *Personal Paint's* Freehand draw mode, a single pixel brush and mid turquoise as the drawing colour. Draw the body first – imagine a bow laying on its side for the top, and duplicate this for the underside. You could use the Arc tool if you like – this has the useful feature of being editable until you confirm the curvature with a right-click of the mouse button. The fins and tail are similarly drawn freehand. If you're unsure, just copy my illustration. But don't fret – this is your tank and if you want fish the shape of Quavers, that's up to you!

Draw a curved line behind the head for the gill, and a wavy lateral line running along the side of the body. Using a medium round brush and white as the drawing colour, paint in an eye. Use a smaller round brush and black to create the eye's pupil. Remember, you can use the Curve tool for the gill to make life easier.

Once the lines are all drawn, with no gaps, we can think about filling in the fish. Using a neat trick of the program, we can add shadow and contour automatically. Select mid turquoise as the background colour, and the darkest turquoise as foreground. Call up the Area Settings menu (an old friend by now...) and with Gradient selected, select the circle enclosing an up and down arrow as the fill type.

Use this combination to fill the fish's body and any fins drawn on the lower side. Call up the Settings menu, and make one alteration – select the fill type which shows a circle enclosing arrows pointing left and right. Now fill the dorsal, or top fin. One last tweak – keep the fill type as it is, but switch the foreground and background colours and fill in the tail.

This might seem painful just for one fish, but get it right and the creature takes on a solid, realistic appearance.

Once you are happy with it, cut out and paste the fish down twice on screen, and save it as a brush because you never know when you might need the little sucker again. We're going to create a new breed of fish now, using *Personal Paint's* Filter option. Call this up by right-clicking on the Filter icon, and select Tint as the option. Select yellow as your drawing colour, and the Freehand Filter drawing mode.

Note that this is different from ordinary Freehand mode. If you click repeatedly on the Filter tool, you cycle through the two available modes. The Freehand Filter mode shows an uneven filled shape, and the alternate mode shows a rectangle. We want it to be the uneven shape.

By drawing uneven shapes over the fish, *Personal Paint* tints the existing colours, allowing you to create some weird and wonderful effects – reds and blues are very effective for bright marine

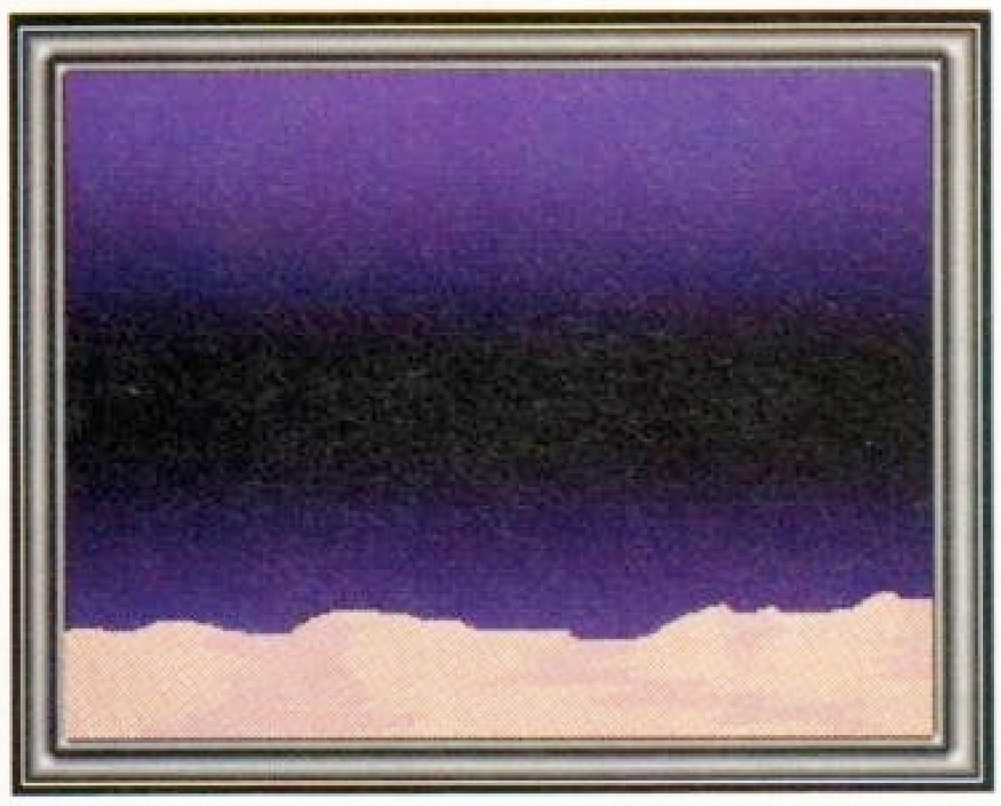
NEXT MONTH
KEEP THOSE ARTISTIC MUSCLES FLEXED WITH ANOTHER WORK-OUT!

life, and yet underneath you still retain your fish shape and contour.

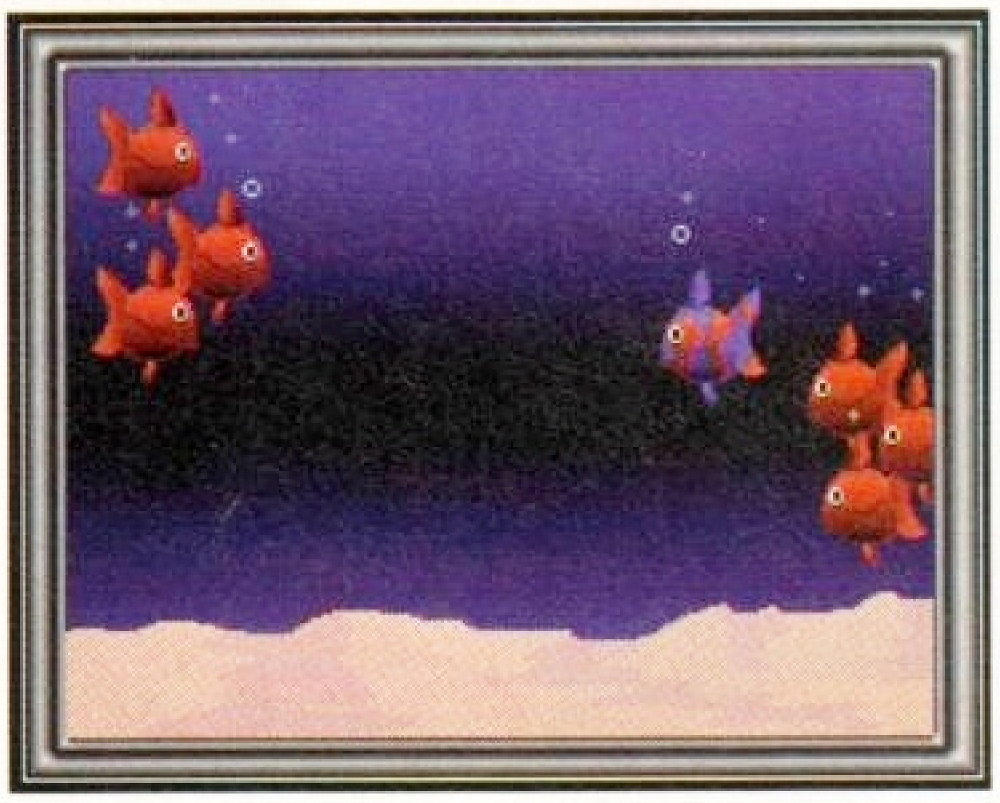
We can also save time by using the original fish drawing and moulding it into other shapes – in our example I've squeezed it horizontally to create a rounder body. To do this, cut out the fish as a brush, and from the Brush/Resize menu, select Stretch (or simply press key Z). You can now interactively control how your image is being distorted by clicking and dragging the mouse.

You are bound to lose some definition as pixels are rearranged, so be prepared to touch-up the finished object if you are unhappy with it.

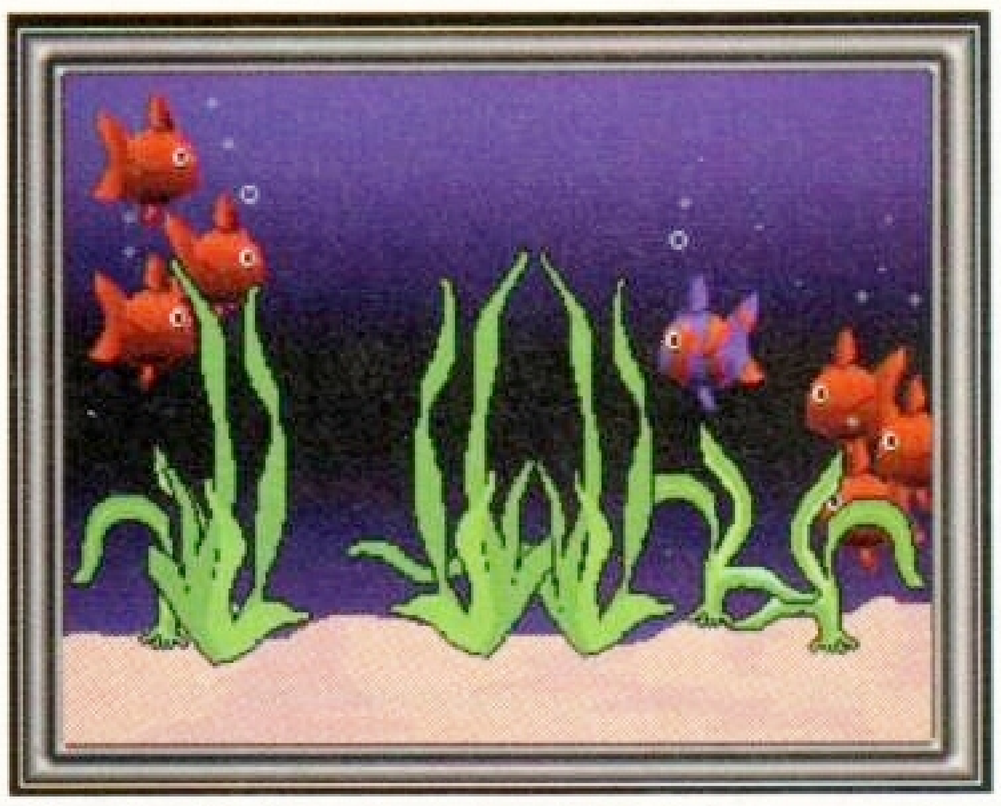
In the same way as we coloured the large fish, you can Tint your new creations to your heart's content – these are our tiddlers and they're there to make the background interesting. You should now have a varied assortment of small, large and multicoloured fish on a screen. These are the basis for stocking the aquarium, so save the whole screen now. Switch to the main drawing screen, and if the tank isn't on there, load it in.



A textured gravel effect is achieved by using Pattern fill and different shades of brown.



Time to start stocking the tank, with small fish swimming together in the shallows. Note the bubbles rising to the surface – they are simple light blue circles.



Using the filled Freehand drawing tool, you can create a series of plants and then place them randomly in your aquarium.



A series of rocks are dotted around the bottom, hiding the joins where the plants meet the sand.

THE DECORATIONS

Looks a little bare, doesn't it? Time to be creative again. The first thing to do is draw the gravel on the bottom. To get a good, coarse texture we can turn to another *Personal Paint* function – Patterns. Call up the Area Settings requester, and instead of having Gradient showing, click on the box until Pattern shows. Select dark brown as the background colour, and light brown as the foreground colour, then click on the Dither setting to activate a 50% pattern.

Using the regular filled Freehand tool, draw out a softly undulating shape along the bottom of the tank. Note that when you come to the sides and base of the tank, press Shift as you draw to constrain your drawing to a straight line. Once you let go of the mouse button, the shape fills with the rough browny pattern. You can add a shadow effect to areas of the gravel by using the Tint and the filled Freehand filter, with dark brown as the foreground colour.

The plant life is created using the normal Freehand filled drawing mode, with various closely-related shades of green. I actually created a couple of plants on the alternate screen, then copied and pasted them on to the tank screen. The benefit of this two-tier method is that you can rectify your errors much more easily than if the plants were drawn directly on to the main screen; and once cut out as a brush, the plants can be outlined in black so they stand out. Outlining is simply a matter of selecting a very dark foreground colour, then pressing key O. Another plus factor is that you can draw a couple of single, stringy leaves, then cut them out and flip them horizontally to build up a larger plant.

On the alternate screen, away from the plants, start work on the rocks. The large ones are Freehand filled shapes, with smaller shapes of differing colours drawn randomly on top to add highlights. To create non-similar duplicates of this one object, cut it out as a brush and flip it horizontally (keys X and Y) and vertically (key Y), paste it down for safe keeping, then make your brush smaller by pressing the H key, and flip it too to create a variety of styles.

You should now have two or three plants and a series of pebbles on your alternate screen. Cut out one plant at a time, outline it in a dark colour, and switch to the main drawing screen before placing the greenery in the tank to suit yourself. Do this as many times as you like – but don't clutter the tank up with too many plants. Do the same with the stones, placing them around the base of the plants to hide the join, and spread them about the floor of the aquarium.

MIX AND MATCH

Save your tank again, giving it a different name from the original saved image so you can customise it in the future. Swap to the alternative screen and load in the image you saved with your fish on it. Cut out your creatures, outline them, and place them on the main tank screen. Keep the small fish in shoals for company, and don't overstock the tank! Notice how tiny light blue circles of 'air' have been added.

TIP: From our illustration, you may notice that I've overpainted some plants on some of the small fish. This gives a good feeling of 3D depth. Don't be afraid to part-cover your work with foreground objects – it all adds to the realism.

LIGHT TOUCH

The final touch adds more realism – shafts of sunlight piercing the tank. The graduated blue-black gradient fill we used for the water work to our advantage now, giving a shimmering, translucent quality to the light.

Switch to the spare screen and clear it. Using the filled Polygon tool, draw diagonal stripes in bright yellow, around 3cm wide, with 3cm gaps between each stripe. Don't fill right to the edges of the screen with them – just fill an area roughly the same size as the inside of the tank. If you like, draw an unfilled rectangle in a different colour to act as a template, the same size as the tank, then erase it once the striped bars are finished.

Cut out the stripes, and go to the main screen. Select Tint from the image processing tool and paint down your brush in the right position, to give the impression of light rays striking through the water. It takes a while for *Personal Paint* to work out what to do, but it's worth it.



Here's a schematic showing how a banded yellow brush can be overpainted on the main drawing in Tint mode – to simulate rays of light dancing in the water.



And here's your finished aquarium. Add your name to the screen for a personalised touch.

AMIGA FORMAT PRESENTS

COVERDISK UPGRADES



PAGESETTER 3: If you enjoyed using our *PageSetter 2* Coverdisk but yearn for more advanced features, flexibility and power, then upgrade to *PageSetter 3* for a bargain price exclusive to *Amiga Format*.

PageSetter 3 contains a word processor, paint package and desktop publisher in one integrated package. Complete with 120 clip art images, *PageSetter 3* has 256-colour AGA support and many enhancements over *PageSetter 2*. Format Gold-rated, it is available for only £39.99.

ORDER NO: AFM/PS3





MANUAL OFFER

We've already given you the *PageSetter 2* and *TV*Text Professional* Coverdisks and here's a wonderful opportunity to get the most from them by purchasing the official program manuals.

Both *PageSetter 2* and *TV*Text Professional* manuals are available exclusively through *Amiga Format* at special, bargain prices.

TV*TEXT PROFESSIONAL V2:

Upgrade to the brand new, Format Gold-rated, version of *TV*Text Professional* now, at a huge saving over the RRP!

See the review in *AF64* for full details of this tremendous titling program then choose which upgrade option suits you:

- The full package complete with both manuals and 50 extra outline fonts for just £89.99.
- Or the AGA upgrade and supplementary manual at £59.99.





AMIGA FORMAT READER OFFER FORM

Name ....

Address ....

....

.... Post Code ....

Phone Number ....

Description	Price	Order Code
Total Order		

Method of payment (please circle) Access Visa Cheque PO

Please make cheques payable to: **Future Publishing Limited**

ALL PRICES INCLUDE POSTING, PACKING AND VAT

Credit Card no

Expiry Date ....

SEND THIS FORM TO: ***Amiga Format,***
Future Publishing Limited,
FREEPOST (BS4900),
Somerton, Somerset, TA11 6BR.

DO NOT SEND CASH – USE METHODS OF PAYMENT LISTED ON THIS COUPON

EEC customers registered for VAT, please quote your registration number:

Customers outside the UK add £4.00 for overseas delivery

☐ Tick here if you don't want to receive special offers from other specially-selected companies

AF65

Part 2 OCTAMED



Ed Wiles shows you how to build your *OctaMED* tune using the sample on this month's *AF* Coverdisk.

Last month we looked at basic song construction using *OctaMED v5*, and created a simple song in the process.

This month we'll add to the tune we created, and examine an easy way of organising and loading the instruments.

THE SAMPLE LIST

1 Load the song we created last month (you did save it, didn't you?). Load *OctaMED*, then select Project menu ->Open. Insert the disk containing last month's song into any drive, click Volumes in the file requester and click on the name of your disk. Now double-click on your saved song. Play the song through when it's loaded.

2 Select Display Menu -> Sample List Editor. The Sample List is a list of all the instruments you have in your collection. Samples are the most popular type of instrument that *OctaMED* uses – they are sounds from real life, often created by feeding the sound into the Amiga from a sound source such as a tape recorder. All the instruments we'll ever use are samples.

Notice that the Sample List Editor is split into two lists – a list of your sample directories, and a list of the samples contained in those directories. The instruments currently shown aren't in our collection, so first of all we'll remove all the directories from the list. Find the Remove Dir button (which you will find below the Directories List), and repeatedly click on it until all the directories disappear.

3 We have one sample on this month's Coverdisk. Let's add it to the Sample List. Click on Add Dir (beside RemoveDir), then insert your *Pixel 3D Professional* Coverdisk into the Amiga's internal disk drive. Notice that no files are shown – this is in fact a directory requester. Click on the directory labelled *OctaMED*.

Click on OK to add the directory to the sample list. Note that the instruments themselves are not loaded, only their names and in which disk and directory they're stored. Examine the Instruments List; all the files are instruments, except FunkyFifth.MOD and MadeEarlier.MOD. So click on FunkyFifth.MOD and click Remove (below the list) to delete it from the list. Once this is done, remove MadeEarlier.MOD using the same technique.

4 Now let's save the list. Replace the *OctaMED* program disk in any drive, then click Save List (far right) and click OK in the requester.

5 Time to see what use this list has. Let's replace instrument 02 in our song with a different snare drum sample. Select instrument 02 (Shift-<right>, remember from last month?) and play it using the keyboard. Now click on Snare_Drum.u20 in the Instruments List, and click Load Inst (at the bottom – insert the Coverdisk if asked). Play this new snare drum sample.

6 Now to load the other samples needed for the next part of the song. Close the Sample List Editor (use the Close gadget or Exit button), then click on the small button immediately to the right of 02 (upper screen, top row). This Instrument LoadWindow is a simpler version of the Sample List Editor, designed for instrument loading, surprisingly.

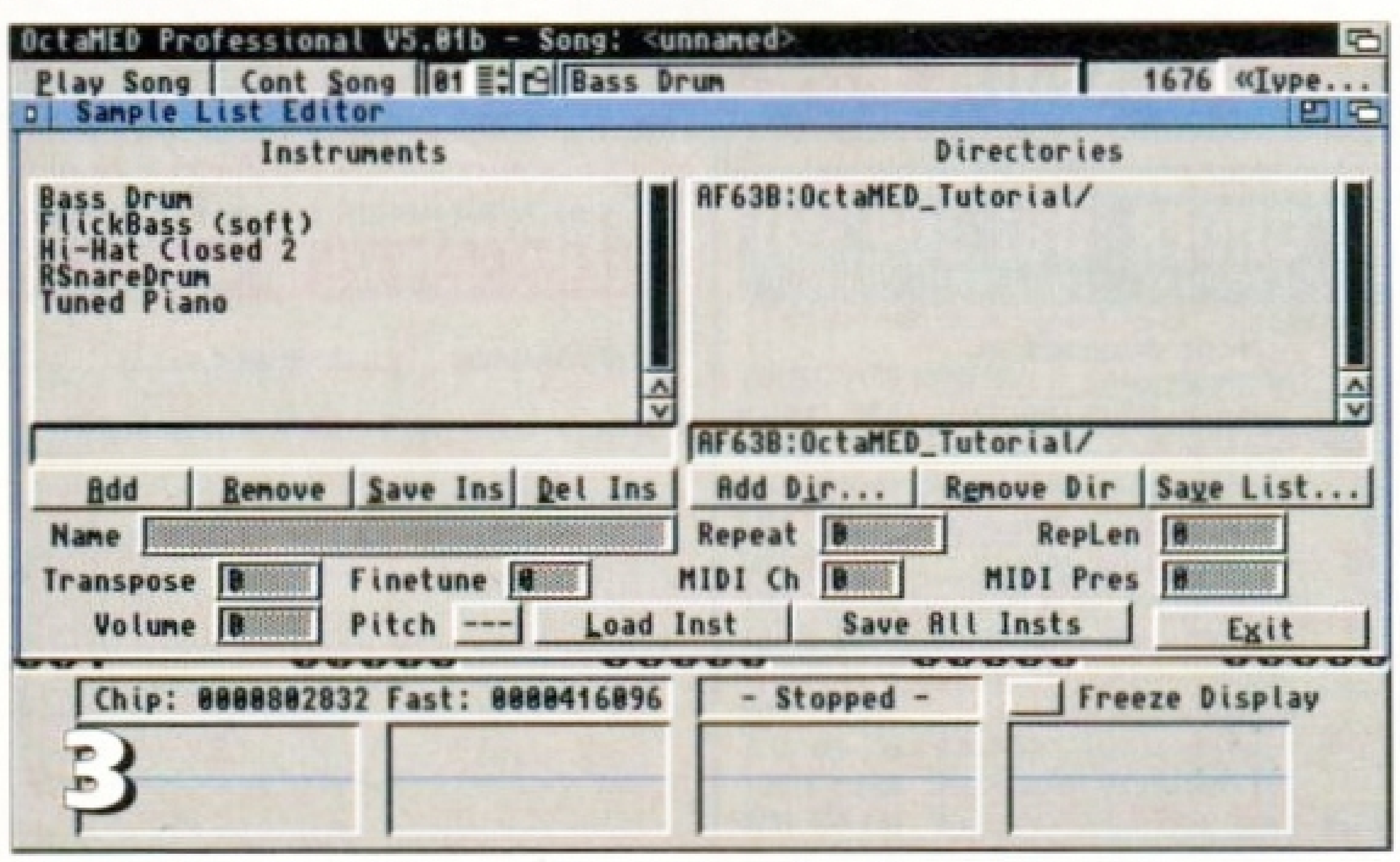
Select instrument 06 using Shift-<right> (it should be empty), then click on the AF65A directory in the list. Now load Hi-Hat Open1 by clicking on it. Select instrument 07, then load Guitar Solo. Load Chorus (major) into instrument 08, Chorus (minor) into 09, and Chorus (sus 4) into 0A. Close the window when you've loaded and played each instrument.

7 We're now going to add another part to the song. There will be a different drum beat followed by a guitar solo. Add a new block by selecting Block menu -> New -> Append. Up until now we've used blocks 64 lines long, but we'll make this new block 32 lines. Move to it using Shift-<down>, then select Block menu -> Set Properties. Click inside the Length box, delete the 64 then type 32 and press Return.

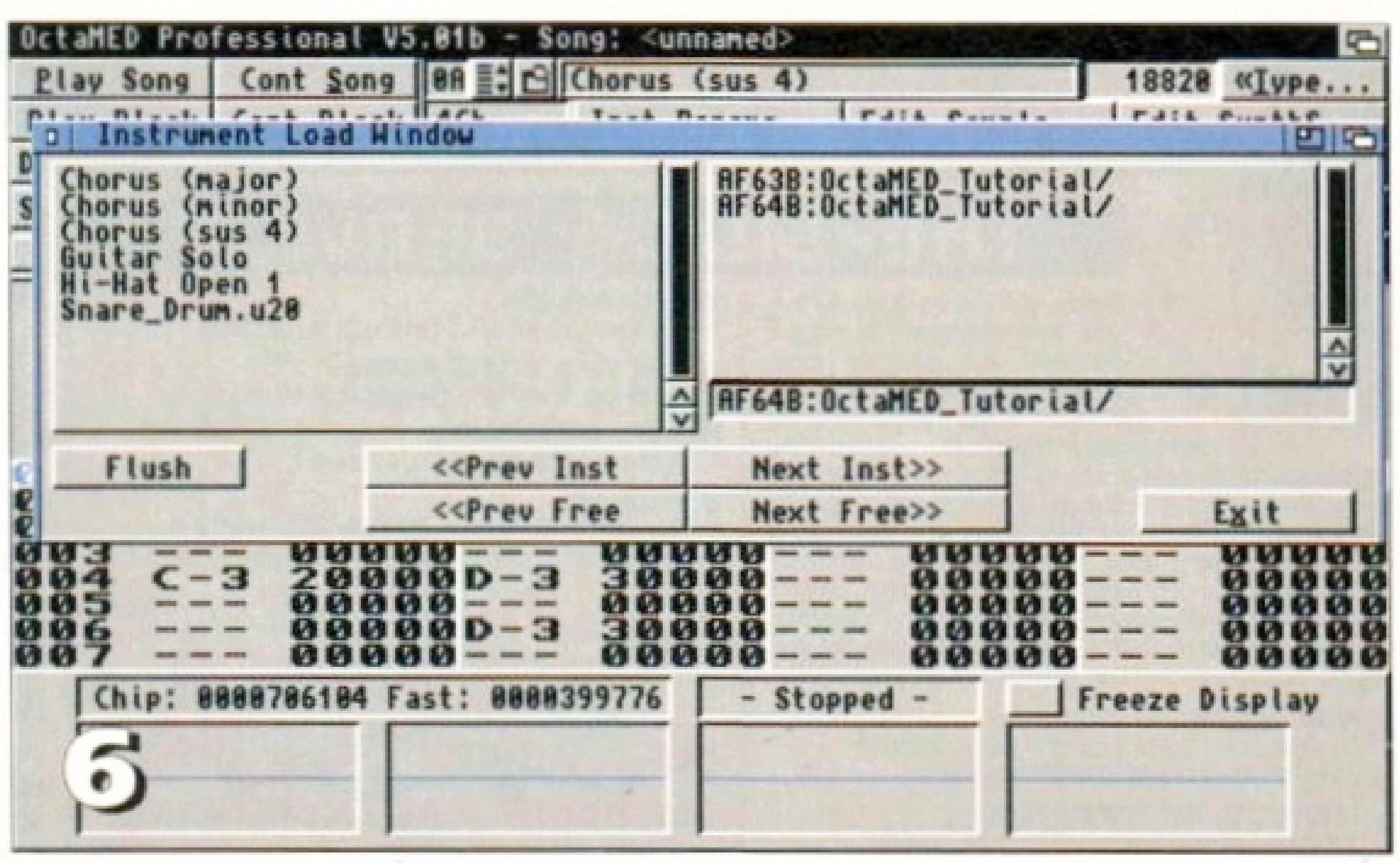
Close the window when you've finished, then use the <down> key to check that the block is indeed 32 lines long (the block should also be empty).

8 We are almost ready to enter the new drum beat, but first we'll look at another feature. *OctaMED*'s Default Pitch function allows you to set a standard note for each instrument. For example, last month we always entered instrument 01 (Bass Drum) with note C-2 (the Q key), so this could be called the standard note for this instrument. You can then enter the instrument using its standard note – or Default Pitch – by pressing the F key. So we'll set Default Pitches for all the percussion instruments: 01, 02, 03 and 06.

Click on Inst Params (upper screen, middle of second row). Select instrument 01 using Shift-<left>, then in the Instrument Parameters window find the Pitch Box showing — to the right of Default Pitch (bottom left). Hold down the left mouse button on it and press the Q key, then release the mouse button. Default Pitch C-2 is now set for this instrument.



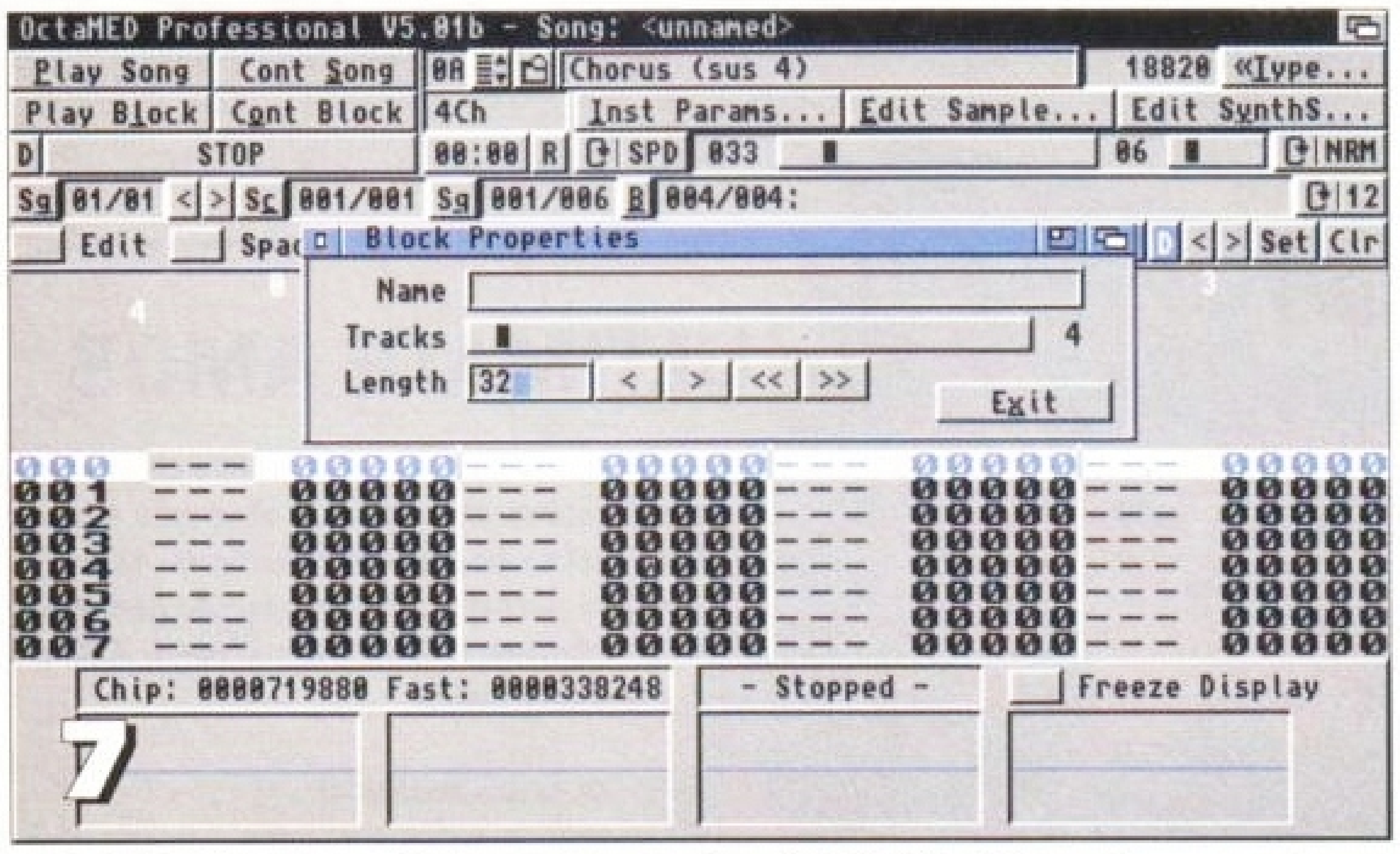
Simply point the *OctaMED 5* Sample List Editor at the directory which holds your samples and you'll be able to access them in an instant.



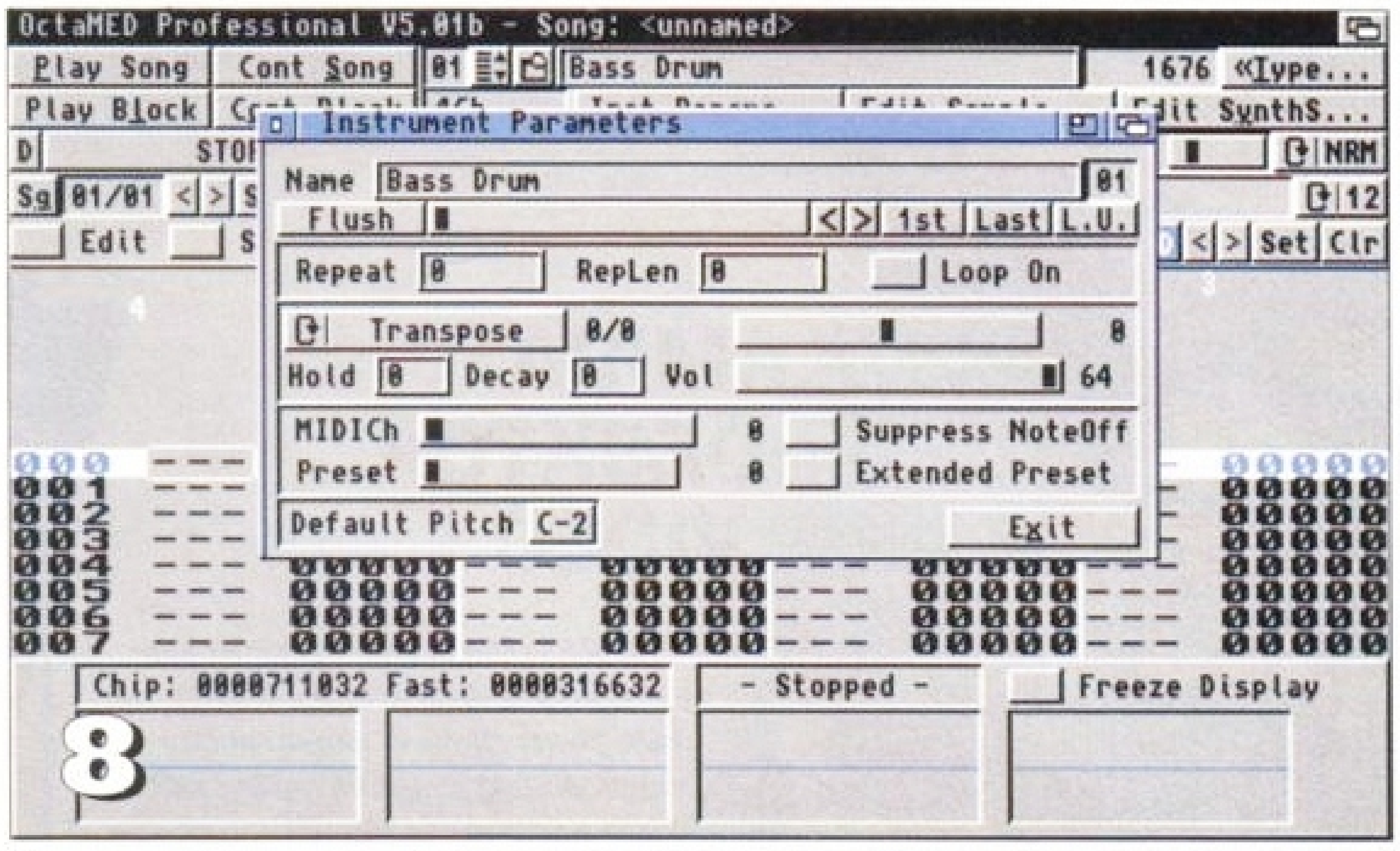
Once you've told *OctaMED* where your samples can be found, it automatically looks in that directory whenever you load a song.

TUTORIAL

NEXT MONTH
HOW TO USE SOME OF OCTAMED'S SPECIAL EFFECTS



By default, all *OctaMED* blocks are 64 notes long but the Block Properties requester allows you to adjust this in either direction.



If your samples aren't quite in tune then the Instrument Parameters requester provides a host of tools for fine tuning samples.

9 Select instrument 02, then set this instrument's default pitch to C-3 (using the I key on the Pitch Box). Set instrument 03's pitch to D-3 (using the O key), and instrument 06's to E-3 (using P). Close the window.

10 At last we can enter the new drum beat. Make sure the cursor is on line 000 of track 0, then turn on Edit Mode (Edit Check Box, upper screen) and select instrument 01. Press the F key once. The bass drum instrument is entered at its default pitch C-2. Now press <down> once, select instrument 03, and press the F key three times. After this, enter the following instruments at their Default Pitch (using F), pressing the <down> key where indicated: <down> 02 <down> 03 <down> 01 <down> 02 <down> 06.

11 Repeat the whole of step 10, this time starting from line 016 of track 0. The last note should be entered on line 030. Play the block through when you've finished.

12 Well, to save you the drudgery of entering the rest of the song, we're going to cheat here in true here's one we made earlier style. The rest of the song is actually on this month's Coverdisk, so let's load it in. Select Project menu ->Open, and click Continue in the requester. Insert this month's disk in any drive, then click Volumes and AF65A, click OctaMED and double-click MadeEarlier.MOD. Play the song when it has loaded.

13 Yes, the guitar solo is tacky (in fact it's blatantly contrived to fit next month's tutorial), and the bass line's ripped off from the Muppet Babies, and the song's tempo – playing speed – is painfully slow. So let's speed up the song.

Find the Primary Tempo slider (upper screen, the longer of the two sliders in the fourth row). Now click Play Song, and very gradually drag the slider to the right until you find a better speed. I reckon 043 is a decent tempo. You'll find that the slider often increases in steps of 2. To select the intermediate values, click inside the slider's box but not directly on the black knob. When you're happy, stop the song.

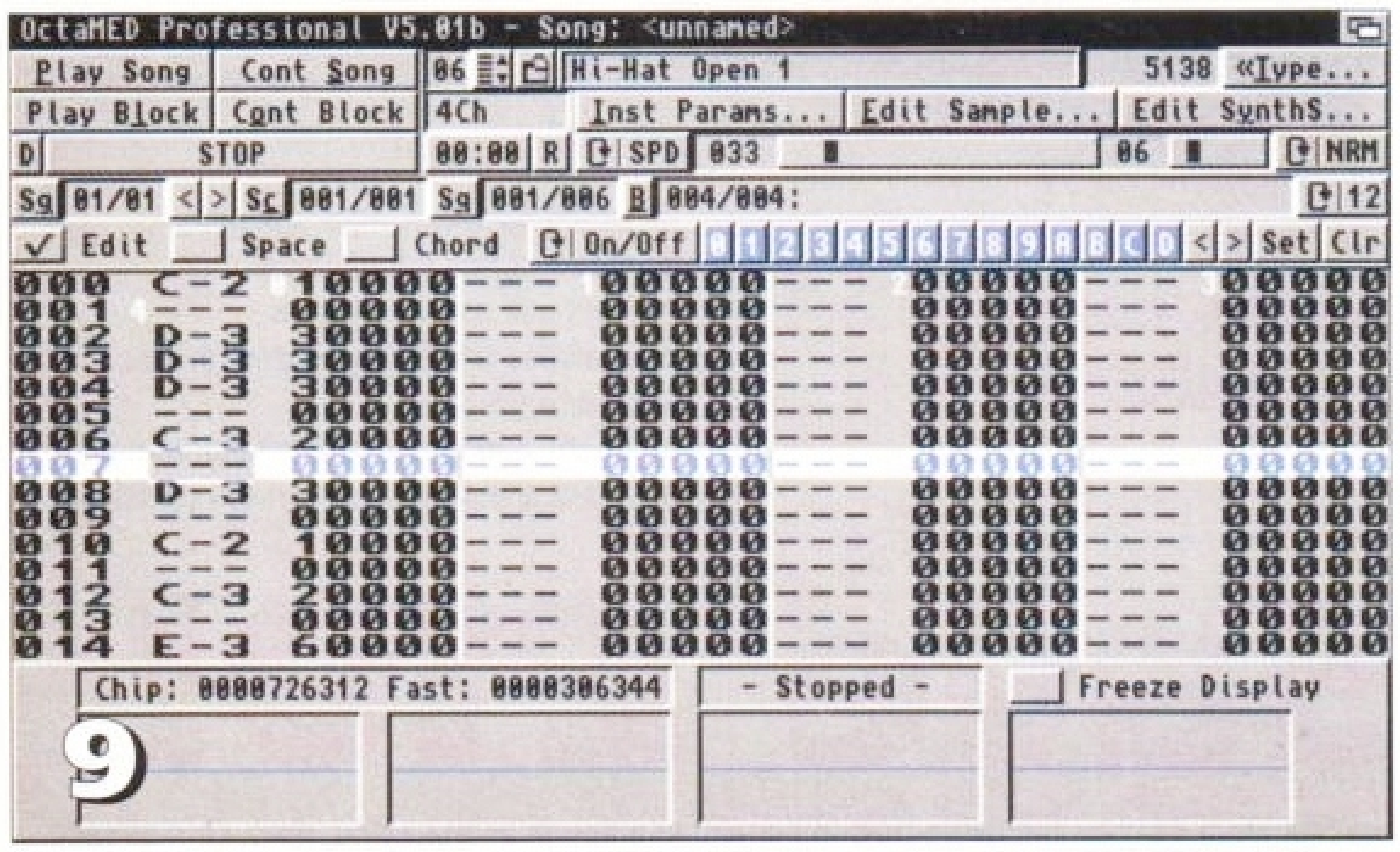
14 Finally we'll save our modified song. Last month we saved the song together with its instruments. Now that we've created a sample list, we can save the song without its instruments. Insert your disk containing last month's song in any drive, then click on Volumes and on the name of your disk. Now delete the MadeEarlier.MOD in the text box then type Song1.AF65 and press Return. Switch off Save Instruments and click on the Save button (bottom left).

ALSO IN THE SAMPLE LIST EDITOR

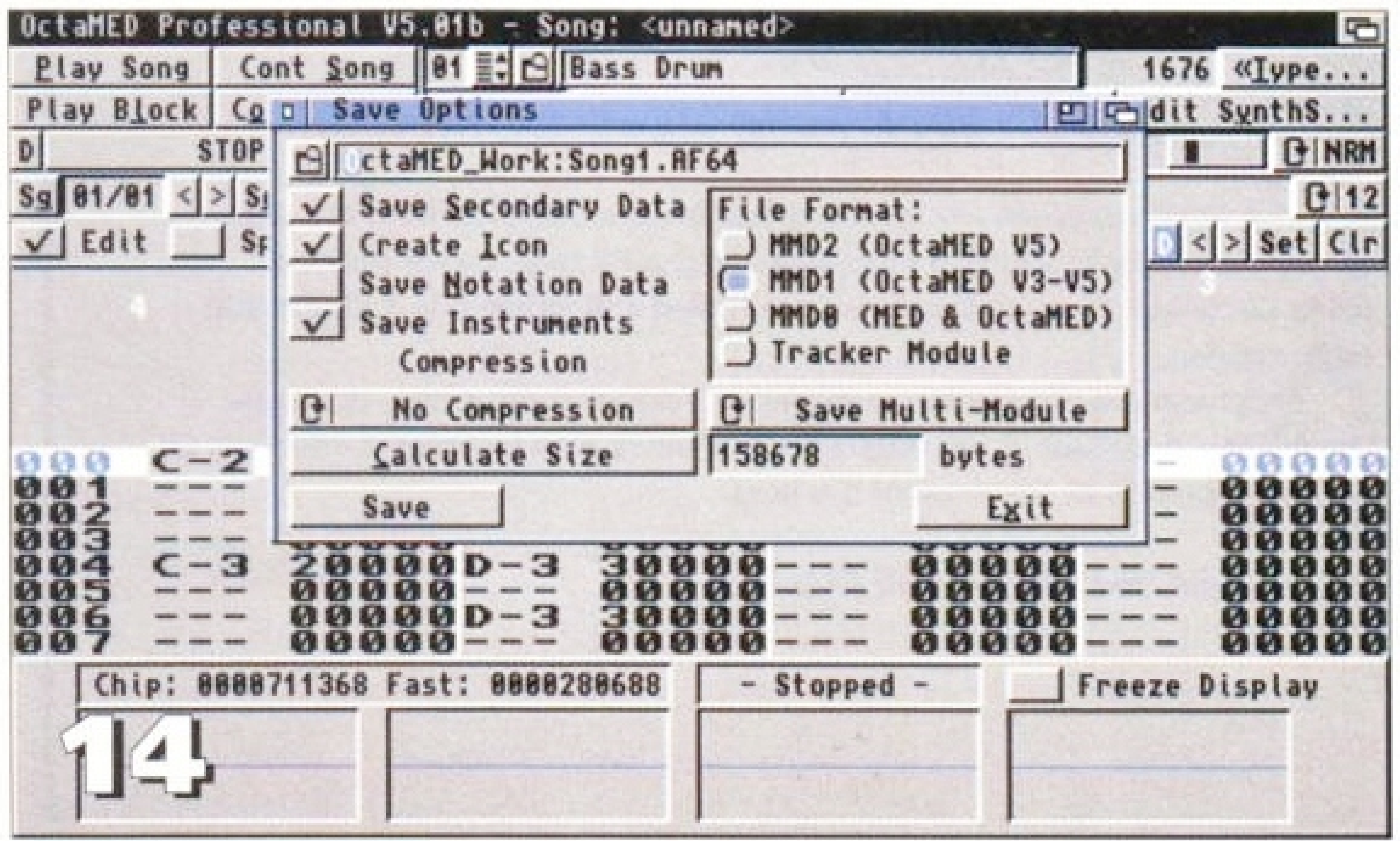
Select an instrument or directory by clicking on its name in the list. The six numeric boxes and Pitch Box show the selected instrument's default settings, or parameters. These parameters are assigned to the instrument when it's loaded, and affect various properties of the instrument.

The properties can be adjusted in the Instrument Parameters window; you may recognise the Default Pitch setting from steps 8 and 9. The Save All Insts button saves all the instruments in the song. This is handy for extracting all the samples from other people's songs for use in your own.

The Add button adds the current instrument to the selected directory. Save Ins is like Add except it also saves the instrument to disk. Del Ins is like Remove except it also deletes the instrument from disk – be careful! There's also a small menu attached to the window: hold down the right mouse button and you can load a new sample list or display some statistics about the current list.

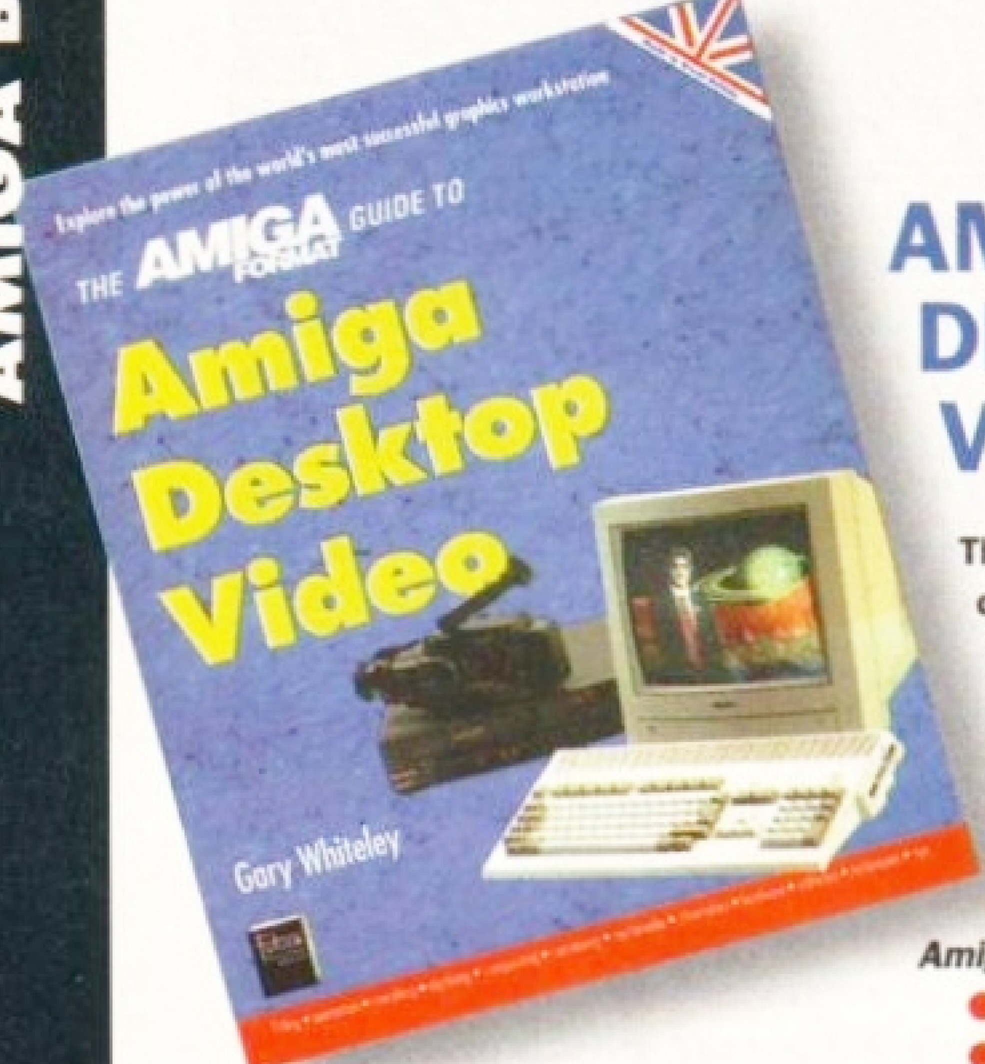


That's the first track complete. Just three tracks to go and you'll be strutting out funky stuff in no time!



OctaMED happily loads and saves modules in a variety of different file formats including three of its own. Standard SoundTracker modules are also supported.

GET THE BEST INFOR AND ADVICE MONEY



AMIGA DESKTOP VIDEO

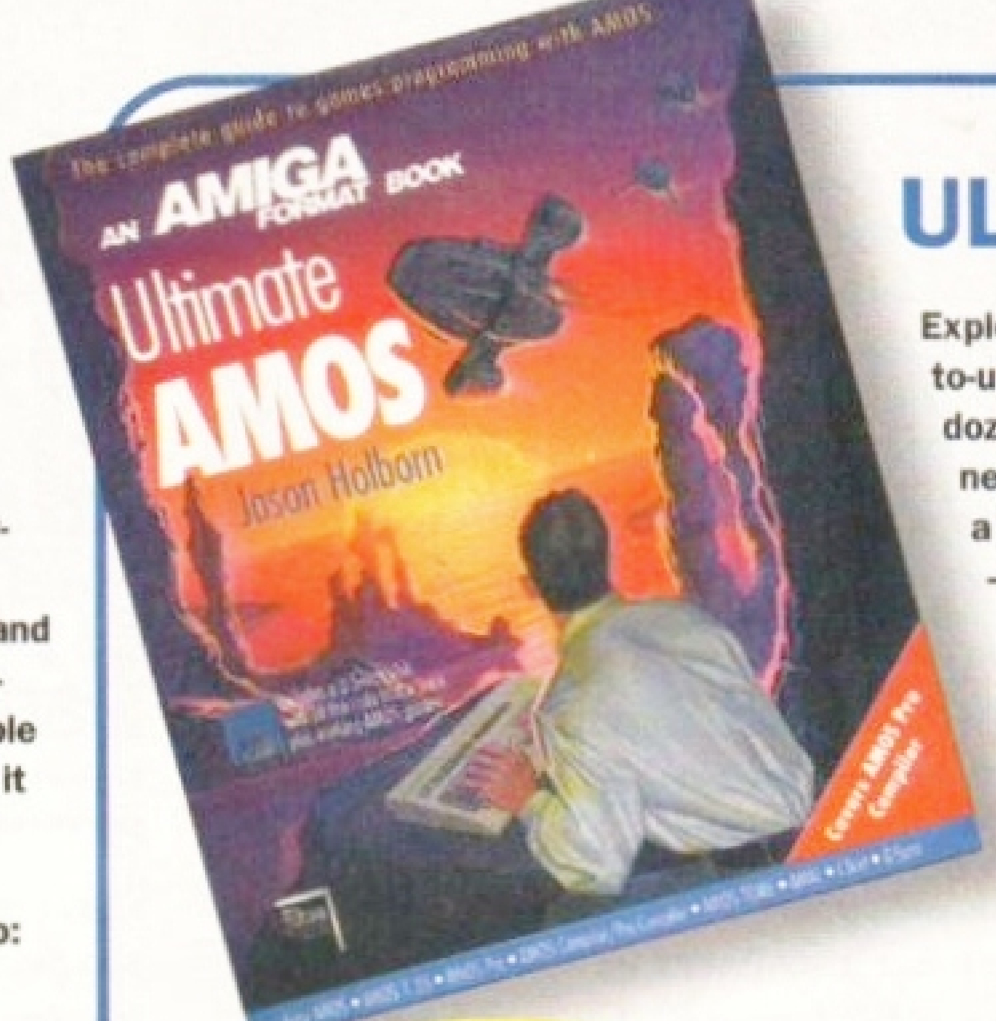
The Amiga is the world's premier low-cost graphics workstation. But its basic power, built-in expandability and ever-widening range of quality software and add-ons mean it's capable of highly professional results. All it takes is the know-how...

Amiga Desktop Video shows you how to:

- Title your own videos
- Record animations
- Mix computer graphics and video
- Manipulate images
- ...and much, much more

The author, Gary Whiteley, is a professional videographer and *Amiga Shopper* magazine's 'tame' desktop video expert. In this book he explains desktop video from the ground up – the theory, the techniques and the tricks of the trade.

Includes a comprehensive glossary to help you unravel desktop video jargon and terminology.



ULTIMATE AMOS

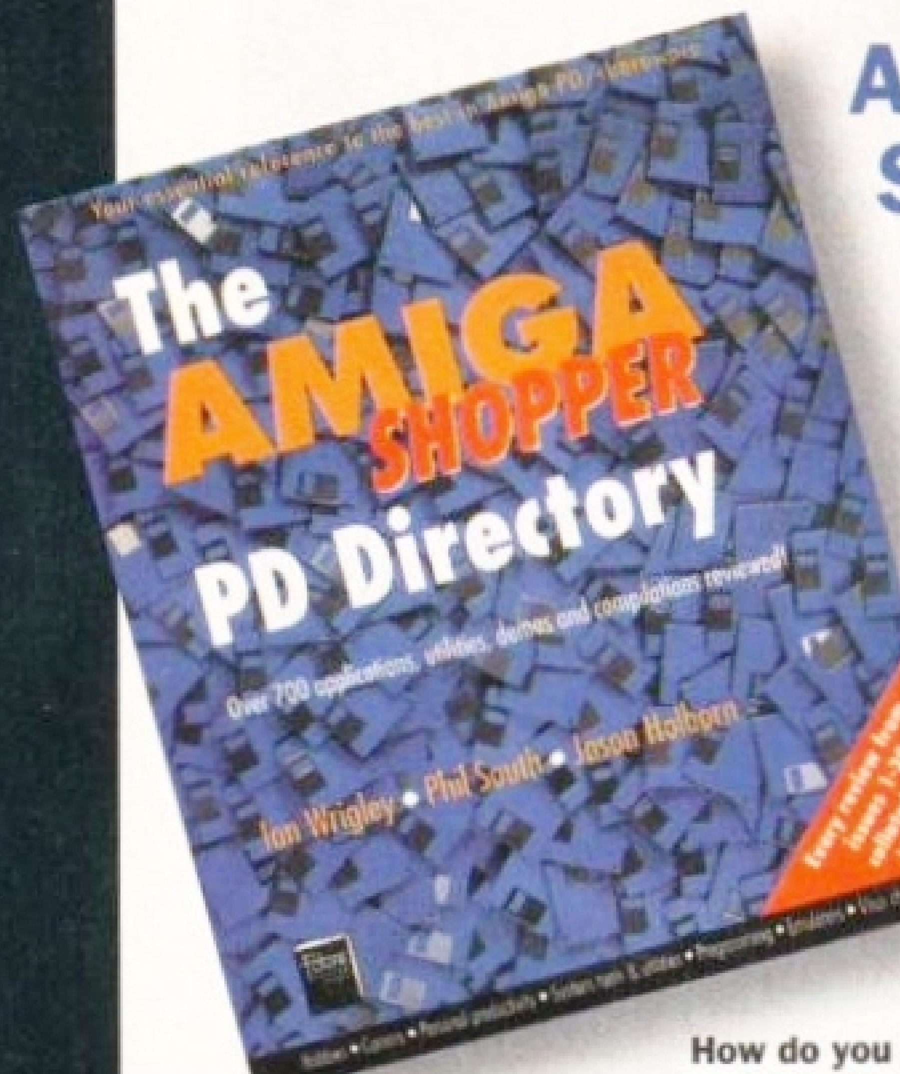
Explore the full potential of *AMOS* with easy-to-understand descriptions, diagrams and dozens of example *AMOS* routines. All you need to produce your own Amiga games is a smattering of BASIC knowledge, *AMOS* – and this book!

- Learn essential programming principles
- Master screens and scrolling
- Find out how to handle sprites and 'bobs'
- Incorporate sound and music in your games
- Discover dozens of handy *AMOS* routines for incorporating into your own programs

Includes one packed floppy disk

400 pages packed with all the information you need to get the best out of the Amiga's ultimate games creation package!

Includes a disk containing all the routines and programs printed in the book, plus four skeleton stand-alone games.



AMIGA SHOPPER PD DIRECTORY

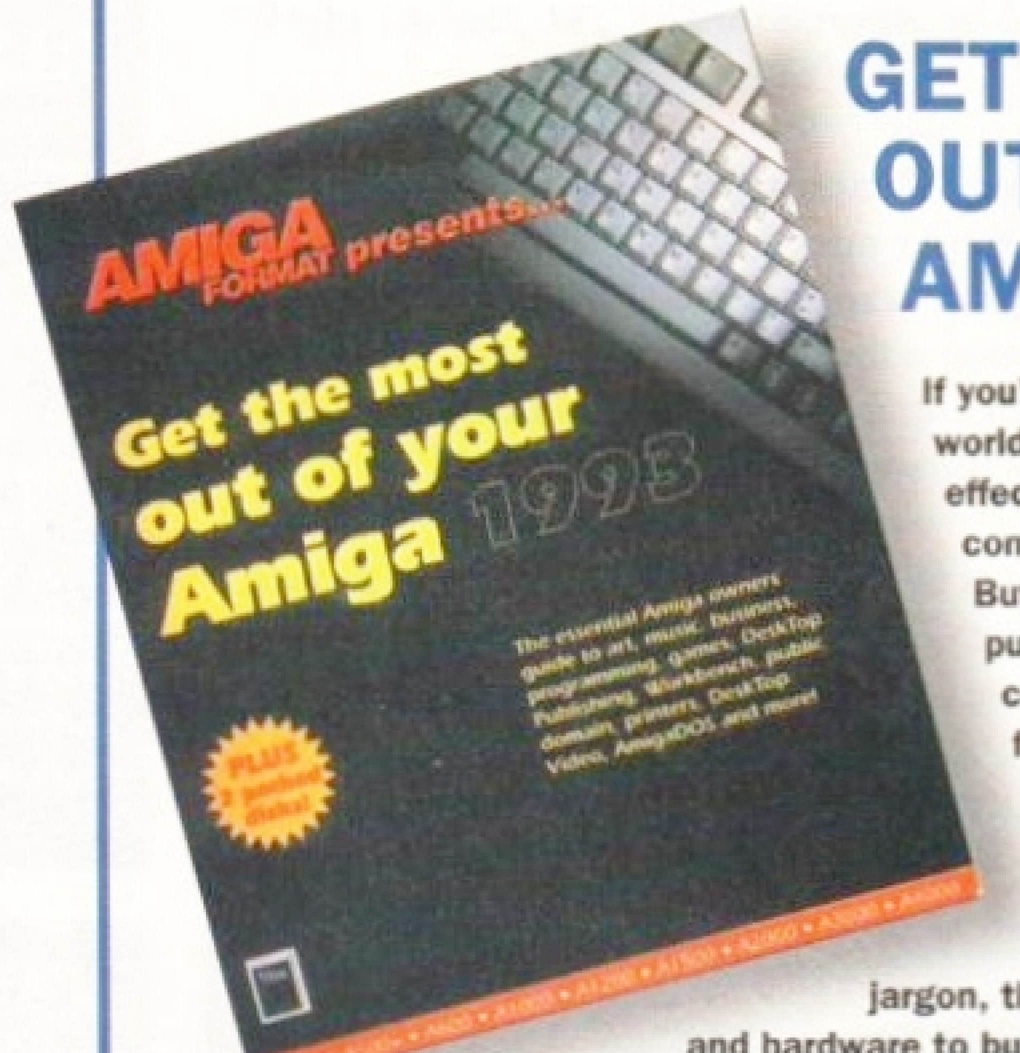
Commercial software is expensive. Which is why more and more users are turning to the public domain/shareware market for their software. You can build a huge Amiga software library for the price of a couple of commercial packages! But first you need to know what software is available. And then you need to know what it does. And then you need to know whether it's any good.

How do you find this out? You find out here!

The *Amiga Shopper PD Directory* has been assembled from the first 30 issues of *Amiga Shopper* magazine. All the PD/shareware reviews since issue one have been collated, compiled and indexed in a single 500-page volume.

Programs are divided into categories, reviewed and rated. We name the original suppliers of the programs and we've also included a directory of current suppliers at the back of the book.

Get this book and save yourself £££s!



GET THE MOST OUT OF YOUR AMIGA 1993

If you've got an Amiga, you've got the world's most powerful, versatile and cost-effective computer. If it can be done on a computer, it can be done on the Amiga. But getting started in Comms, desktop publishing, music or any other area of computing is difficult if you don't have a friendly guide.

This book is your guide! It covers every Amiga application, from desktop video to programming, from games to music, explaining the jargon, the techniques and the best software and hardware to buy. And...

Includes two packed floppy disks

- Discover the Amiga's history
- Get to grips with Workbench
- Find out about printers, hard disks, RAM, floppy disk drives and accelerators
- Learn useful *AmigaDOS* commands
- PLUS 2 disks of top Amiga utilities!

Save £10!

You can save £10 on the price of this book if you buy it at the same time as *Ultimate AMOS* – see the form on the right for details.

MATION CAN BUY!

Future books are written by the very same people who write your favourite Amiga magazines. So you know you can count on the very best, from our money-saving PD catalogue or our guide to *C* programming. The finest Amiga books you can buy.



SOLD OUT!

Includes four packed floppy disks

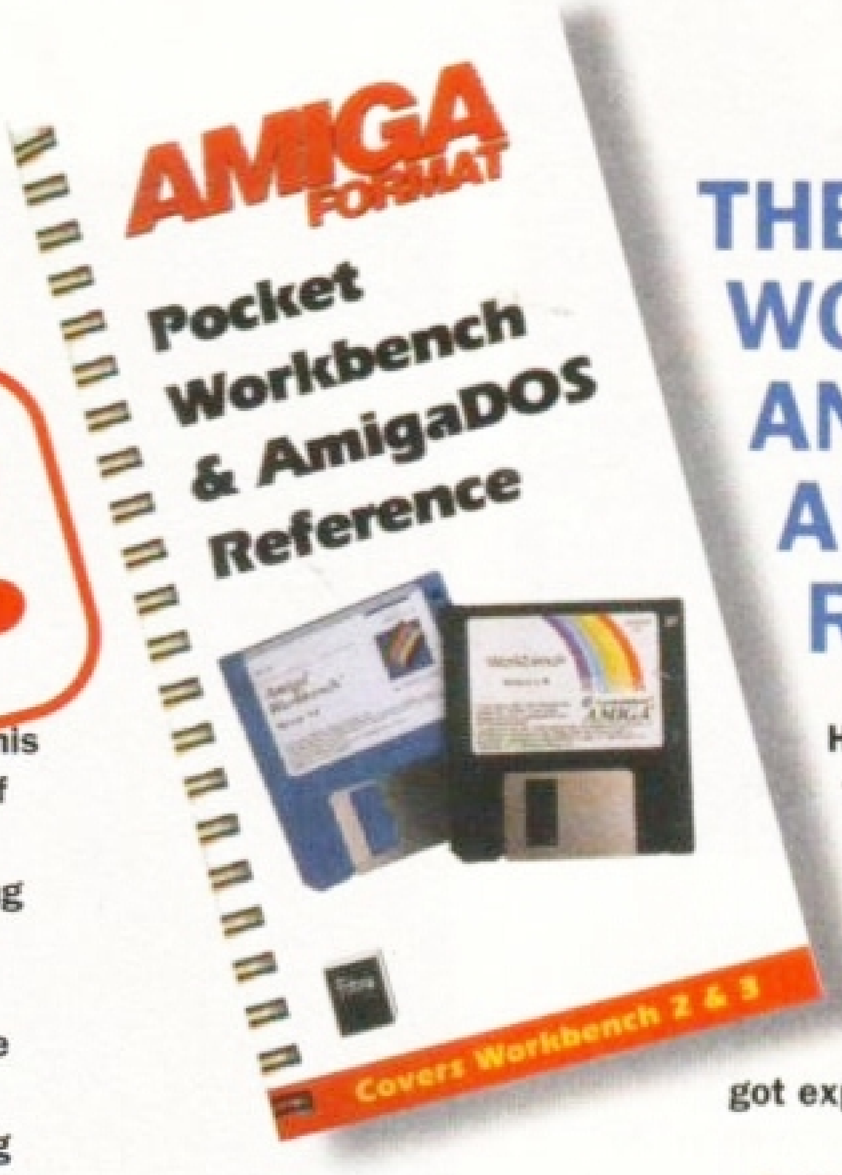
COMPLETE AMIGA C

Here, in one single package, is everything you need to start programming in C. All the information you need, all the explanations, all the jargon-busting, all the documentation AND all the software.

Getting started in C programming has never been easier than this.

- Learn the basics of C programming with this 300-page book by Cliff Ramshaw, ex-editor of *Amiga Shopper* magazine
- Write and compile your own programs using the full version of top shareware C compiler DICE, provided with the book
- Explore all the compiler's features with the on-disk documentation
- Exploit your Amiga's special features using the version 1.3 and version 2 Commodore 'includes' and 'libraries' also provided (these are compatible with version 3 machines but will not provide version 3 features)

Everything you need to get started in C programming on the Amiga is right here at a fraction of the price of a commercial package.



THE POCKET WORKBENCH AND AMIGADOS REFERENCE

How do you copy files? How do you format floppy disks? How do you move things from one folder to another?

If you've just got your Amiga, Workbench and AmigaDOS can be confusing – unless you've got expert help on hand:

- Understand Workbench menu options
- Customise Workbench for your needs
- Make the most of the supplied tools, utilities and commodities

PLUS For more advanced users there's a full AmigaDOS 2 & 3 command reference, listing all the commands in alphabetical order and quoting function, syntax and examples. Learn how to really drive your Amiga!

This pocket-sized book contains the essential AmigaDOS reference section from *Get The Most Out of Your Amiga* in a ringbound, handy edition – as well as much, much more.

Future Books Priority Order Form

Your name ______________________

Your address ______________________

____

Postcode ______________________

Your signature ______________________

Please send me (tick as appropriate):

	Title	Code	Price
☐	Get The Most Out Of Your Amiga 1993	FLB009A	£19.95*
	* Save £10! You can buy this book at the reduced price of £9.95 if you order it in conjunction with Ultimate AMOS (below)		
☐	Ultimate AMOS	FLB025A	£19.95
☐	Pocket Workbench & AmigaDOS Reference	FLB017A	£9.95
☐	Complete Amiga C	FLB106A	£24.95
☐	Amiga Desktop Video	FLB084A	£19.95
☐	Amiga Shopper PD Directory	FLB114A	£14.95

All prices include postage and packing

Amount enclosed £ (Make cheques payable to Future Publishing Ltd.)

Method of payment (please tick one): VISA ☐ ACCESS ☐ CHEQUE ☐ POSTAL ORDER ☐

CARD NUMBER ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐ Expiry date: ☐☐☐☐

Tick if you do not wish to receive direct mail from other companies ☐

Or call our 0225 822511 credit card hotline

Now send this form and your payment to: **Future Book Orders, Future Publishing Ltd, Freepost (BS4900), Somerton, Somerset TA11 7BR.**
You will not need a stamp when you post this order and postage and packing are free. There are no extra costs. Please allow 28 days for delivery. **AFMAG**

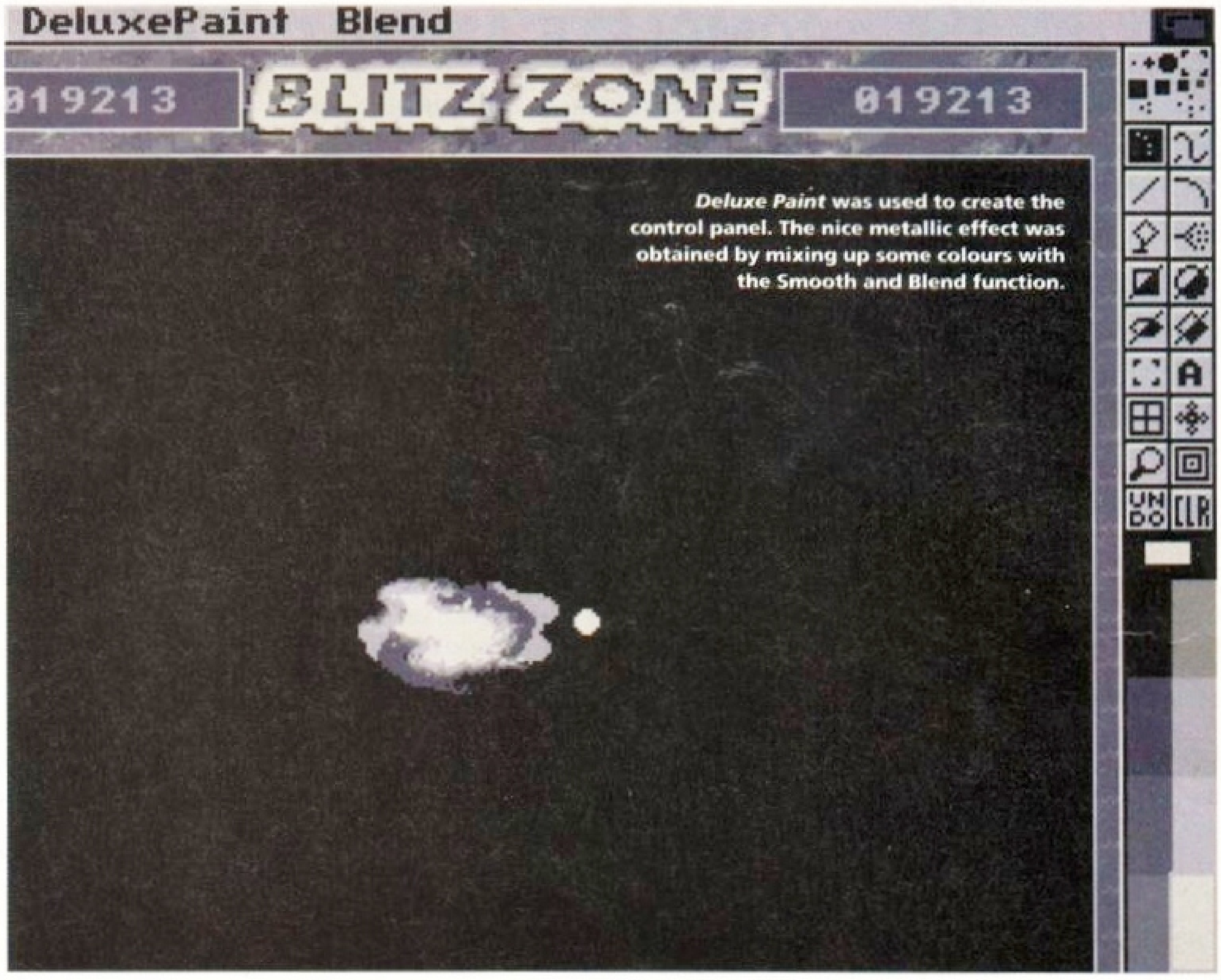
BLITZ BASIC

Part 6



If you want to buy the full *Blitz Basic 2* package at a special *Amiga Format* discount price of £49.95, turn to our Readers' Offers on page 136.

The power of the Amiga's video chip and the versatility of *Blitz Basic* are a fantastic programming combination. Roy Ferguson puts the team through its paces.



Deluxe Paint was used to create the control panel. The nice metallic effect was obtained by mixing up some colours with the Smooth and Blend function.

One of the features which distinguishes the Amiga from other computers and makes it the perfect platform for writing your own versions of arcade games, is the considerable power of its custom graphics chips.

There has never been such a low-priced computer as the Amiga with such an amazingly flexible programming video chip, and with *Blitz Basic* you can control every aspect of the video chip's many functions. This month we'll look at how we can use the Amiga's custom hardware to provide a smoothly scrolling backdrop when we're writing *Blitz Basic* games. Even better, we'll take advantage of the unique dual playfield option of the Amiga and also use the graphics co-processor (copper) to provide hundreds of different colours on the screen.

First of all we need to discard the idea of using the Blitz Screen command to create our display. For the kind of images we need to produce, we'll have to delve a bit deeper into *Blitz* and start dealing with raw bitmaps. A bitmap is an area of memory, nothing more. But the memory must be in the first 2Mb (or even the first 1Mb) in the Amiga, which is called Chip RAM. This is because, in order for it to be displayed on screen, the bitmap must be directly readable by the Amiga's custom chips.

We use the Bitmap command to set aside the necessary memory, and in order to specify the size we need to supply the height, width and the number of bitplanes (which is a measure of the number of colours), like this:

```
BITMAP #bitmap-number,width,height,
depth
```

You can easily work out the depth from the following table:

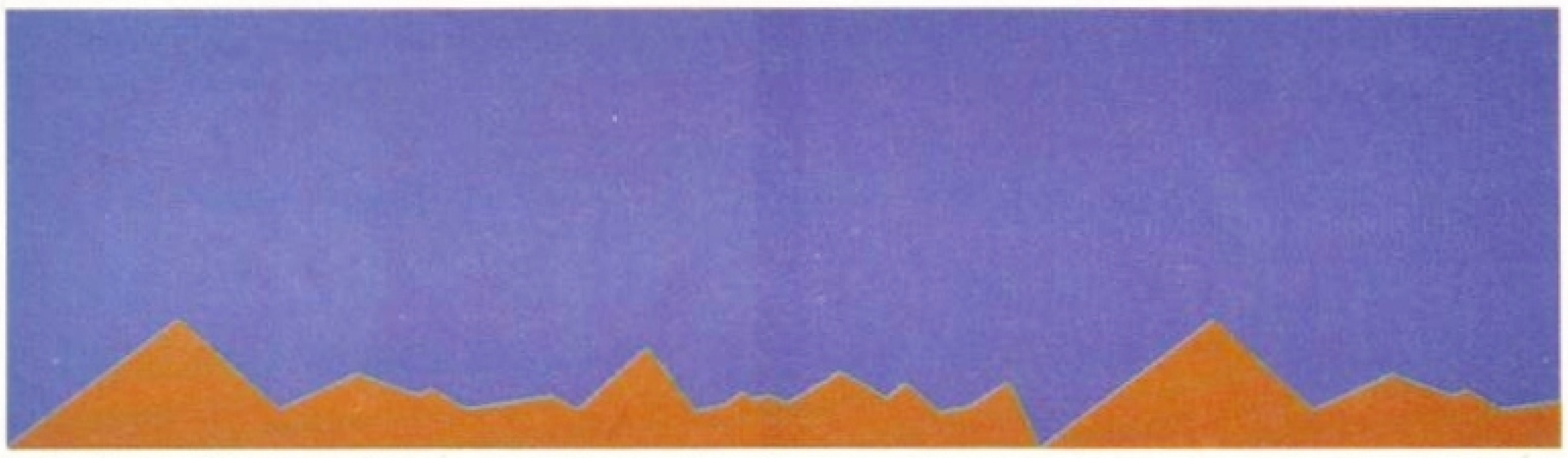
Depth	Max number of colours
1	2
2	4
3	8
4	16
5	32

In our example we will use two bitmaps, each with a maximum of eight colours (and therefore a depth of three). The second bitmap is rather larger that the first – in fact, it's three screens long. This is because it is used to form a scrolling background. Assuming it is actually made up from three different screens, the trick is to make the first screen and the third screen exactly the same. Then, if the display moves too far to the right that it would go off the edge, it is flipped back round.

The overall effect is a smooth, fast horizontal scroll. The first bitmap is a normal PAL screen of 320 pixels across by 256 lines down. It's a control panel where the score and associated details are displayed. Like the landscape, it was quickly drawn in *Deluxe Paint* and saved as a normal IFF picture.

Blitz enables us to load these IFFs directly into the bitmaps, which saves a great deal of hassle. When you are drawing your own backdrops, make sure they are the correct size (320 by 256 for the control panel and 960 by 256 for the landscape) and use only eight different colours. A program such as *Art Department Professional* is extremely useful for cropping the images and reducing the colours or providing a dithering scheme to give the effect of more colours – unfortunately it's very expensive, but keep a look out for various Public Domain variations which can do a similar job. In fact check out our PD image processing recommendations in the feature on page 117.

Looking at the background, you might think the colours are a bit simple. Well, you'd be right – there's only one colour for the sky, for example. But during the game the sky becomes a beautiful graduated blue – more details on this later.



The background landscape is three screens long, and the last screen is exactly the same as the first. Although the sky looks a boring blue, it changes to a graduated effect in the finished program.

NEXT MONTH
CREATING ACTION TO PLAY OVER THE TOP OF THE BACKGROUND

We load in the IFF images with the Loadbitmap command, which takes as parameters the bitmap number, the filename and an optional palette number. The palette is important, because we'll need to make a few alterations to get both displays to be shown in their own colour.

Dual playfields are wonderful. Imagine being able to layer two completely separate screens one on top of the other. This is exactly what happens, and in this case the control panel actually floats across the background screen. There is no need to constantly redraw anything, because the bitmaps are never altered – it's the Amiga's video circuitry itself which is maintaining the effect.

We can scroll the background left and right, draw enemy ships and explosions all over it, and still the control floats on top. Luverly. We control this effect using the Slice command. Slice is how *Blitz* allows screens to be defined at the very lowest level, and it takes some experimenting with.

The arguments it takes are as follows:

```
SLICE #slice number, Y, width, height,
flags, bitplanes, sprites, colours,
width1, width2
```

Where Y is the starting location of the display on the screen. Stick to 44; Width is the width of the Slice display (such as 320); Height is the height of the Slice display (256 for example); Flags is a complicated variable providing control of several special features of the video chips; Bitplanes is the total number of bitplanes used in the display; Sprites is the number of sprites which may be required; Colours is the number of colours which are required; Width1 is the width of the foreground bitmap and Width2 is the width of the background bitmap.

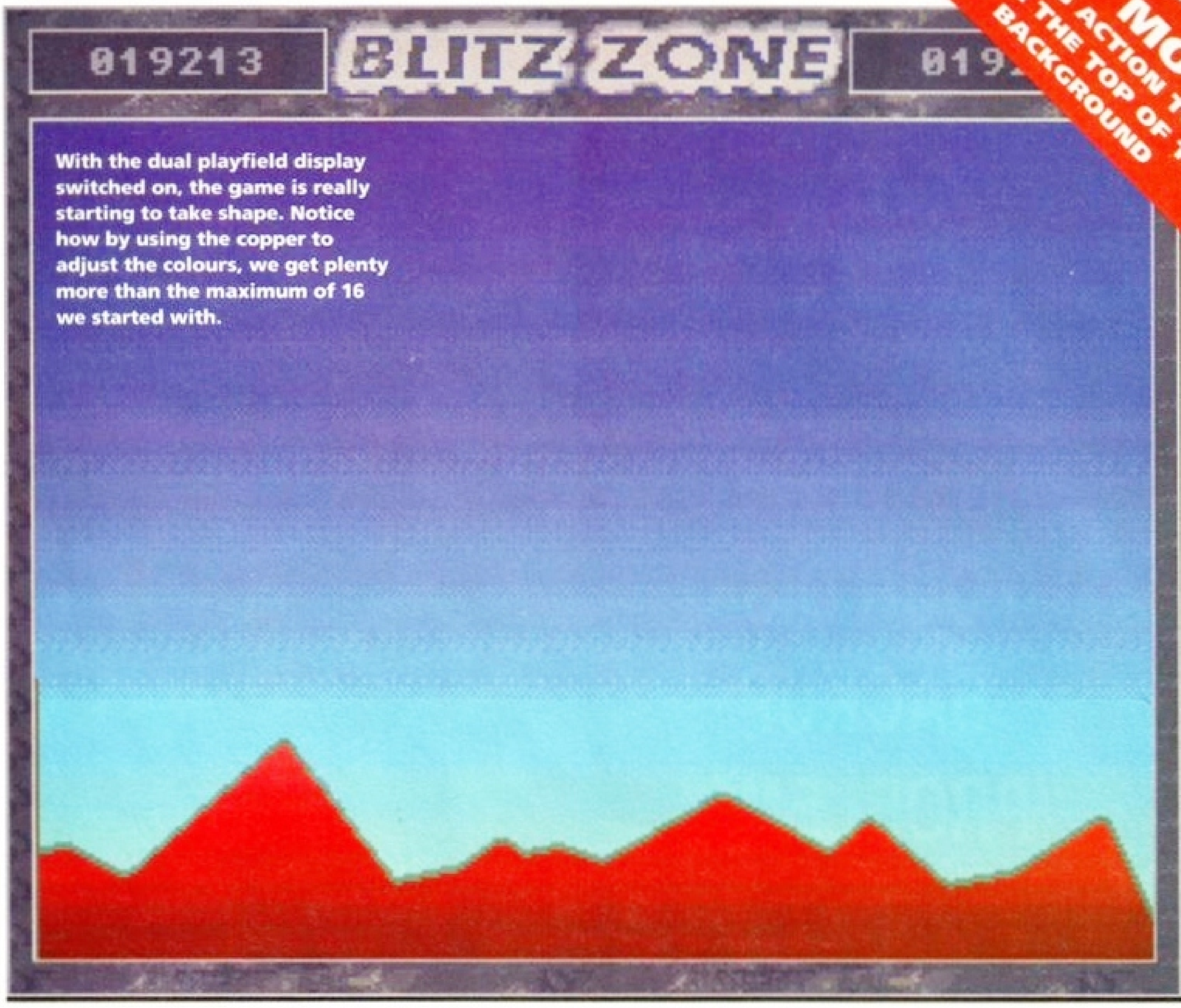
In our example program, the entries are as you would expect. The magic number to use in Flags is $fffa, which enables a low resolution dual-playfield display.

Now we need to sort out the colours. This isn't as easy as normal, because each of the two IFF images we loaded in has its own palette. Both expect to be able to use colour pens number 0 to 7, which isn't really on. Of course, if both pictures did have the same choice of colours we would be OK – but this is rather limiting.

The way that the Dual Playfield effect works means that the colours for the second display are stored in the next bank of colour pens. This is what we do in that colour loop – create a third palette, the first eight are from the control panel and the second eight from the landscape, but shifted up one.

When we use palette three, the colours for both of the playfields are magically correct. Hurrah! But now we use the ColSplit command to add some extra colours to the display. ColSplit redefines the colour of any given colour pen used in the display, but only from the supplied Y co-ordinate and downwards.

For example, in the top half of the screen colour pen 1 could be red, but after a single ColSplit command pen 1 could become green. The result is a picture which has different colours in the top and bottom halves. This function is incredible powerful, because it allows almost as many colours as you could possibly need. Even better, because it works by programming the special dedicated graphics processor (the copper) it doesn't slow down the Amiga in the slightest.



With the dual playfield display switched on, the game is really starting to take shape. Notice how by using the copper to adjust the colours, we get plenty more than the maximum of 16 we started with.

This time, I've graduated the colour of the sky through various shades of the blue and green, and then the mountains through shades of red. Depending on the size of your display, you'll need to change the loop values for the best effect.

When all this has been done we can use Palette 2 – the one made by combining the palettes from the two pictures – and the display is complete. Now we can use the ShowF (show the foreground) and ShowB (show the background) commands to display our images and move them around, but more details on this and getting some objects moving next month.

LISTING

```
;
; Blitz Zone;

; Load in the control panel

BitMap 0,320,256,3
LoadBitMap 0,"blitz2:panel.iff",0

; Load in the background

BitMap 1,960,256,3
LoadBitMap 1,"blitz2:landscape.iff",1

; Wait for file loading to stop

VWait 300

; Switch on BLITZ mode!

BLITZ

; Set up custom dual-playfield display

Slice 0,44,320,256,$fffa,6,8,16,320,960

; Sort out colours...

For i=0 To 7
    Use Palette 0
    PalRGB 2,i,Red(i),Green(i),Blue(i)
    Use Palette 1
    PalRGB 2,i+8,Red(i),Green(i),Blue(i)
Next i

; Making graduating colours

For i=1 To 200
    ColSplit 10,0,i/16,i/15,28+i
Next i

For i=1 To 50
    ColSplit 9,i/5,0,0,i+175
Next

Use Palette 2

; Display both bitmaps

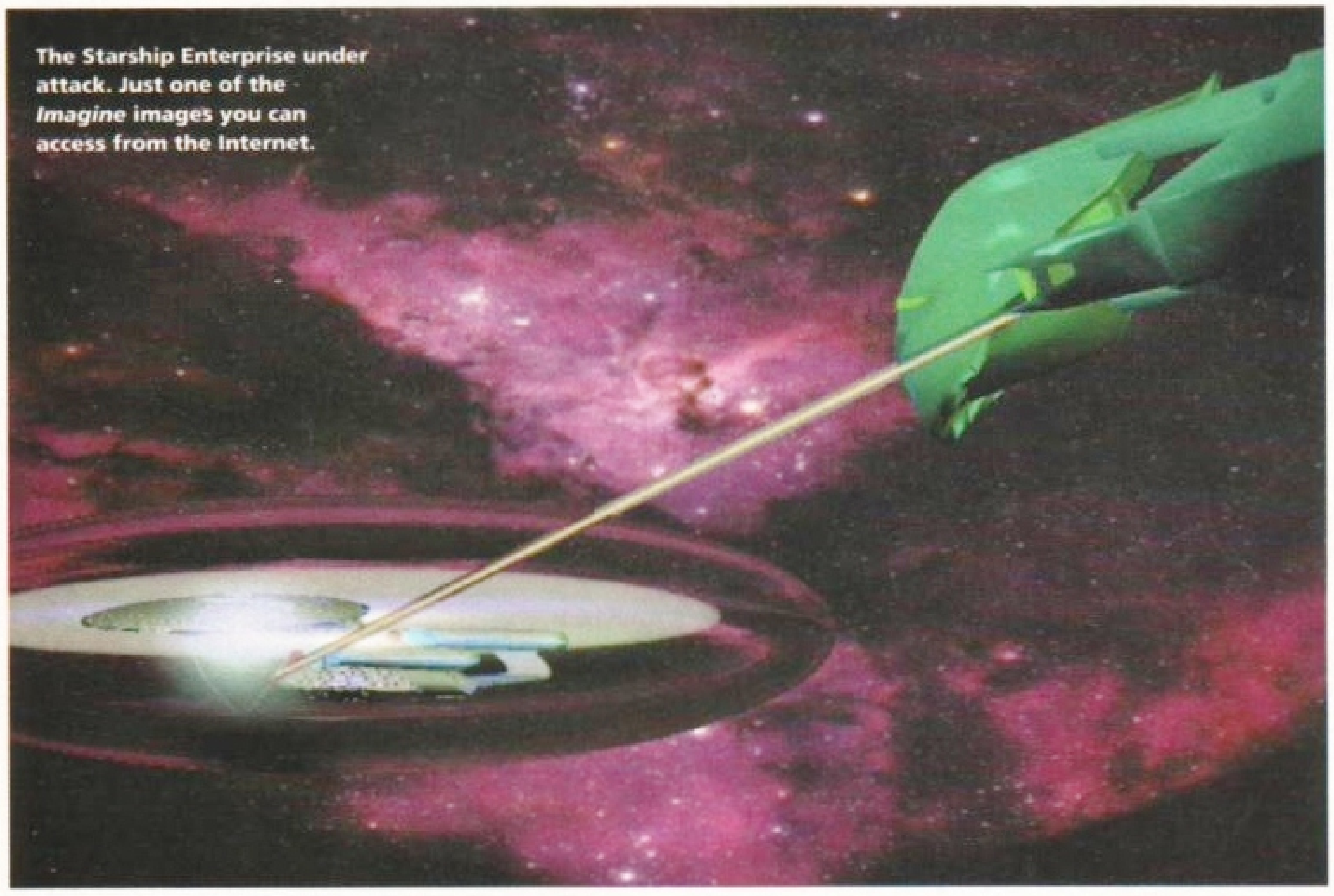
ShowF 0,0,0
ShowB 1,0,0

; Scroll backdrop

For t=1 To 2
    For x=0 To 640 Step 1
        VWait
        ShowB 1,x,0
    Next
Next

MouseWait
```

SEXPLOITATION



The Starship Enterprise under attack. Just one of the *Imagine* images you can access from the Internet.



Are the porn merchants taking advantage of the Internet? Richard Baguley reports.

Over the past few months, I've touched on many aspects of Comms, but there is one area which we haven't looked at: sex. This is a pretty hot topic at the moment, with ELSPA (the European Leisure Software Publishers' Association) producing a White Paper on how they intend to deal with all aspects of the problem of computer pornography, including games regulation.

For Comms enthusiasts, the most interesting section in the White Paper is on Bulletin Boards. ELSPA believe that there is a link between pirated software and pornography, and initially became interested after discovering pornographic images on several pirate BBS that they raided. ELSPA have now decided to report and investigate any BBS which contains pornographic material.

Although their primary interest is in pirated software, ELSPA have decided to put their efforts into combatting computer pornography because they see it as an issue that should concern software publishers. "This sort of thing will seriously affect the image of lawful software publishers, we want to make sure that it's not distributed," said Roger Bennett, chairman of ELSPA.

It's amazing just how freely available pornography is, and I'm not just talking about your typical Page Three-type stuff. For instance, one Usenet newsgroup carried stories on rape, incest, underage sex and various other rather unpleasant things, all in the space of two days. Other newsgroups carry a variety of obscene images, including bestiality. These echoes are among the busiest on Usenet, and there are absolutely no restrictions on accessing them.

The legal situation is that, under the Obscene Publications Act, it is an offence to publish an "obscene article", which means anything that is judged likely to "deprave and corrupt". An addition to the 1984 Telecommunications Act also makes it an offence to transmit anything over the public telephone network which is obscene. This law was originally intended to cover obscene phone calls, but it can also be applied to transmitting obscene images, text files or whatever by modem over a public telephone line.

At the root of the pornography debate is the question of freedom of speech. The Internet and Bulletin Boards are, by and large, completely unrestricted, meaning that it is very easy for anybody to post whatever information they want, and some people choose to use it to promote and detail their own sexual preferences.

The question is whether freedom of speech should include the right to post stories about how good it is to have sex with small boys? Should we restrict free speech to stop this sort of thing being distributed, or should it remain as it is: a free for all?

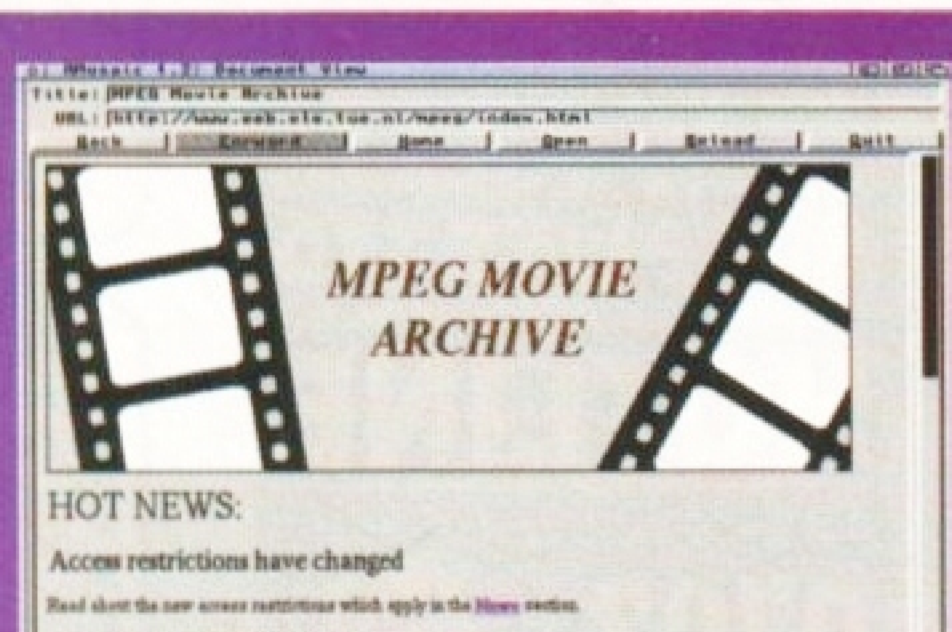
Oh, and one final thing. Unlike other magazines, we haven't printed any of the images that I discovered when I was investigating this article. I have always found it rather ironic that some magazines will print lots of pictures of computer pornography and then go on about how terrible it all is. And before anyone writes in asking for copies of these images, I've also deleted them all from my hard disk.

ELSPA can be contacted on 0386 833810.

MORE MPEGS, PLEASE!

Last month, we talked about movies on the Internet via the technology of MPEG data compression. Since then, I've discovered a new source of MPEG movies: The MPEG movie archive. This is located at the WWW page of *HTTP://www.eeb.ele.tue.nl/mpeg/index.html*.

This site carries a wide variety of MPEG movies, including some excellent space movies, a selection of animations, digitised video of supermodels cavorting on the sidewalk and others. It also has a lot of technical information on the MPEG standard, and links to several other pages with MPEG software. There is also a wide range of technical information on MPEG and future versions of this versatile standard.



Fancy getting hold of a few MPEG movies? Why not connect to the MPEG archive?

IMAGINE THERE'S NO FTP SITE...

It's easy if you try. Those of you with Internet access may want to try pointing your FTP program in the direction of *artemis.earth.monash.edu.au*, in the directory */pub/Graphics/Imagine* for a wide selection of *Imagine* objects both big and small. There is also a profusion of objects in *Lightwave* and *Real 3D* formats as well, plus a selection of images produced with all of these programs, such as the *Star Trek* image on this page. For those of you without Internet access, I'll be looking around for *Imagine* objects on Bulletin Boards in the next issue.



If you've bought the brilliant *Lightwave* 3D ray-tracing program, why not try to get a return on your investment by taking on commercial work? The 24Bit Club offer their advice on getting started...

CASHING IN ON LIGHTWAVE

With the release of *Lightwave 3.5* standalone, many Amiga users have now found that they have the ability to produce high-quality animations with a commercial value... they can be sold!

Most people would be more than happy to accept money for animations they have created, but how many of them can put a price on their work? Time is money, and with this in mind you should sit down and consider what is really involved in doing commercial animation work.

The following suggestions are based on advice given to members of the 24Bit Club over the years, many of whom are now running profitable businesses.

For starters: Creating your animation is only part of the difficulty. There are unscrupulous people out there who will take you for everything that you've got. You may find that someone promises you £300 for a 10 second animation, which sounds amazing to an aspiring animator. Then you discover that the client reneges on payment, saying the cash will be there, when you've finished another animation.

This scenario could be spun out for a few months, until you realise that you're owed £1,000, the client has discovered a hot new talent ripe for exploitation, and you have nothing to show for your efforts. So how can you protect your interests?

First off, you must discipline yourself into planning your animation project. For the initial design, generate pencil sketches or lo-res wireframe previews for your client's approval. At this stage, you should make clear your terms of payment before any design work is carried out. You should ask for an initial fee of about 20 per cent of the project cost, which is non-refundable. This cost can be deducted from the final bill if everything runs smoothly. We've found that asking for cash up-front removes time wasters allowing you to concentrate on profitable projects.

Don't forget to copyright your work by sending your samples (scenes, objects), in a recorded delivery package to yourself.

Contact the 24Bit Club on 041-946 2191

You can also use *Lightwave*'s data overlay function to put your animation name and date over the sample images – you'd be surprised how many people attempt to use your sample work as their own design. This effectively sets a date in which the project was first mooted to the client.

The next phase is design approval. This is where the client has paid their deposit, and has a time set, by you, to finalise the designs. You should emphasise that if the client requests changes after approval, then these are paid for by the client at your specified project rate. Once this has been agreed, a further 20 per cent payment is required before proceeding on to the final stage – the rendering.

This is the area where a lot of people can fall down – if you don't work out how long the total project is going to take to render, you can quite easily blow your deadline, your credibility and leave yourself open to the wrath of the client, which could involve legal action.

To work out how long the rendering takes, render the start, middle and end frames, and multiply the number of frames by the frame that took the longest time. This should give you a safety margin, because most of the frames at the beginning take less time to render.

Once completed, the client pays the final 60 per cent balance. It's important to remember that until trust has been established with the client, all cash must be paid up front. After all, once the master tape has left your hands, payment can be withheld quite easily and your only resort would be expensive court action, which can be more trouble than it's worth. If you are going to get involved with commercial animation, it's a good idea to contact a solicitor for further advice.

Another area where animators can fall short is the storage space they have available. This is important when you consider that the average size of a single 24-bit image being rendered is around 1Mb. We find the SyQuest 270Mb storage units to be an ideal and cheap way of keeping masters of work.

You also need to have sufficient RAM and speed to be able to complete deadlines. An '020-based machine is not up to serious work, and the bare minimum speed required is a 25MHz '040 machine. If you can afford a Warp card, give it a serious look because the time difference it can make to rendering is unbelievable.

It's also advisable to get a second machine equipped to the same specifications as your main unit. This not only cuts your rendering time in half (both machines can render different parts of the scene) but it also gives you the security of knowing that if one machine goes down and can't be repaired quickly, you can still continue to do your rendering – a vital consideration for commercial work. Of course, this also means buying duplicate versions of the software.



The waters of commercial animation are infested by sharks, so take the 24Bit Club's advice.



MAILBAG

Another month and another huge sackload of assorted mail has landed on Steve Jarratt's desk. Send your letters to: Letters To The Editor, *Amiga Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.

PCS OF HATE

It is with a lot of frustration that I turn to you to sort out a problem. I am currently studying for an HND in Business and Finance, and the set-up at college is all PCs with *Microsoft Works* installed on every machine (with *Windows* to a lesser extent).

Because I have *Wordworth 3* installed on my machine (an A1200 with a 64Mb Connor hard drive and a Power PC1202-8 with 2Mb Fast RAM and 33Mhz Co-pro), working from home, with the help of *CrossDOS* and *Wordworth's Works* filter, is a doddle.

However, the course requires that 'professional' documents are to be submitted at all times – such as reports, information packs and brochures. Therefore some of these documents require illustrations.

If I am to work properly from home I need to be able to convert PC CGM clip art to the Amiga's IFF format and vice-versa. Is there any commercial or PD software that can achieve this? The software has to be for the Amiga only, (just in case you knew of suitable PC utility), because the college won't allow unauthorised software on their systems.

Wayne Hardy, Cumbria

To be honest, you're going to have to buy an expensive image processing program if you want to convert your PC graphics files to Amiga IFF. Although it pains me to say it, your best bet is to get your hands on a copy of the Shareware PC program Paint Shop Pro, *convert the images to IFF on the PCs at your college, take them home on a PC format disk and then read them into your Amiga using* CrossDOS. *It's not the most ideal solution but it's a solution nonetheless.*

CONFUSING DECISION

I own an A600 and I am interested in upgrading to a CD machine. First I was going to buy a CD32 and the Microbotics expansion module with floppy disk drive and keyboard. It has plenty of ways to expand and it has FMV compatibility.

Then the CD1200 came out. This to me is a non-starter because it ties up the trapdoor expansion slot. Then the Zappo CD drive came. In my opinion this is better than the CD1200 because it uses the PCMCIA slot and it looks sexier.

So please help me and point me in the right direction. Should I sell my A600 buy a CD32 and the expansion module, or by an A1200 and either the CD1200 (which I think is crap) or the Zappo CD drive. Please help or I may buy an ST!

William Rasie, Peterhead

Given that the CD1200 won't be out for a couple of months, it looks like the Zappo is your best bet. But bear in mind that even with the Zappo drive your A600 won't play CD32 games, due the lack of AGA.

Your other option is to upgrade to an A1200 first, and then pick up a CD-ROM drive when the Amiga CD market takes off.



Jason Holborn took a look at the Zappo CD-ROM drive in *AF62*. If you missed it, back issues are available on page 133.

AIN'T IT THE TRUTH

This Month In View – here we go again with more deranged rantings about the Amiga as if it were a sacred cow. I now have some facts that some people will find hard to accept.

1. Commodore has no God-given right to survive – no-one in the world will buy a company that has an excellent product, but no chance of selling it. Whoever buys Commodore will have to market the product from the start, and that's expensive.
2. Interactive TV, CD-ROM, Toaster etc. Brilliant products and ideas but they will not save the Amiga. People must separate Commodore from the fantastic feats that the Amiga can perform. Commodore, in whatever form it now exists must make money, if not, bye-bye Amiga.
3. Don't ever underestimate the PC/Mac market, they react 10 times quicker to any new trend, including price drops and new products. Show me the inclusive package for the Internet, including subscription and software for the Amiga.

Macs are not too expensive, £1,300 for a Mac LC475 with a 15-inch monitor, keyboard and 12Mb hard drive! (If you don't believe me phone Jigsaw of Nottingham). PCs may not be able to hack it at the moment, but if you give it a market, someone will come up with a software or hardware solution fast.

Yes I know it's easy to be negative, but it's also easy to be realistic. I have owned an Amiga for seven years in various guises and I feel it gives the best home computer solution for many people, but it has to now be marketed and developed well to ensure its continued existence.

Chris Firth, Isle of Wight

Don't forget that to many people, the Amiga IS a sacred cow: if the Amiga dies it will be like losing a dear friend.

We all know what a mountain Commodore: The Next Generation has to climb. We know that the Amiga is threatened on all sides by the PC and Mac. We all know just how bloody great the Amiga is. And if belief in its future will in any way help, Amiga Format*'s only real crime is to be optimistic.*

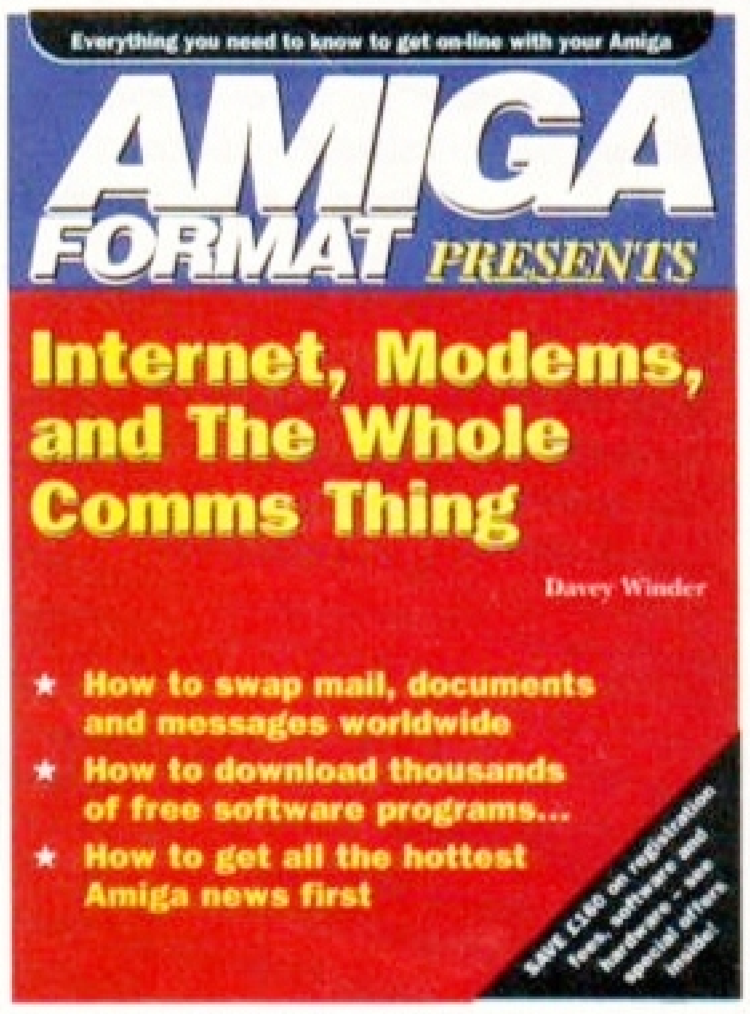
T-SHIRT AND MUG

I am thinking of buying an Amiga 1200 and have a few questions I would like answered.

1) When will the new AAA RISC chip set be released and how much will it cost?
2) Can you make T-shirt transfers on the Canon BJC 600 and do you need any special hardware or software?
3) Could you tell me the address of MUG (*MED* Users Group) because I like making my own songs on *MED*?
4) How do I get the songs I've made in every PD library around?
5) Has *AF* ever published a book on modems and if so, what is it called?
6) How do you print your own disk labels with pictures on a BJC 600 – I might start up my own PD company?
7) Why waste *AF*'s cash and set up *Spong!* Will this mean *AF* prices are going to rise to pay for this free Bulletin Board?

Paul Tyson, Reading

1) Triple A has now been cancelled in favour of RISC, although an AAA RISC machine won't appear until late '95 at the earliest. Sadly.



Turn to page 134 to order *Internet, Modems And The Whole Comms Thing.*

2) The immediate answer is 'no'. Ed Builley at Care Electronics (0923 894064) can explain to you in great detail why it's tricky, so perhaps you should have a chat with him.
3) The MED *User Group is contactable via Richard Bannister on 0793 825219.*
4) You could always try compiling a disk of your work and sending it out to PD companies!
5) AF *hasn't done a book on modems, but there's a new Future Book out now called* Internet, Modems And The Whole Comms Thing *by 'Wavy' Davy Winder. It's 350 pages long and costs £19.95. The book is available by mail order from*

Continued overleaf ➡

THE BITS ON THE SIDE...

In a few weeks time I will be purchasing an A1200. I also have a Commodore 1526 printer connected to a C64. I would like to know if the 1526 printer works with the A1200. If it does, what is the procedure? Also, what does AGA mean?
Stephen Yendle, Trowbridge

You might be able to get it to work using the MPS driver in Workbench, which you set up through Preferences. If not, maybe it's time to invest in a new (better) printer. If you don't have any luck, write to Nick Veitch at Workbench – and be a bit more specific next time!

AGA stands for Advanced Graphics Architecture and is the 32-bit chip set in the A1200, A4000 and CD³² which enables them to display 256 colours (and HAM-8) from a 24-bit palette.

Could you please tell me where I can get a copy of *Captain Planet And The Planeteers* which came in an A500+ bundle? My disk got corrupted and I lost my game. Is there anyone out their with a copy?
D Allison, 3 Pennine View, Kirkheaton, Huddersfield, West Yorkshire HD5 0NQ

Can anyone out there help?

Can you tell me the address for Digital Illusions the manufacturers of *Pinball Fantasies*? The problem is I would like *Pinball Dreams* but it only comes with *Pinball Fantasies* and that is no good to me because I already have *Pinball Fantasies*.
Altaira Webb, Cornwall

Digital Illusions are on 01046 470 80239.

I am considering purchasing a null modem cable for my A1200. I have a few questions about it.
1) I am planning to connect my A1200 to my mate's A500 for *Knights Of The Sky*. Will his A500 slow down my A1200 while playing the game head-to-head?
2) Please can you tell me all games that are compatible with the cable?
Philip Sutch, Manchester

1) Yes, obviously the game has to run at the slower processor speed, otherwise it would be completely out of synch, and you would end up travelling through time or something.
2) Well, the null modem games listed in AF's Top 16 Hook-Up Games (as reported in the multi-player games feature in AF40) are as follows: Vroom *(UbiSoft),* Lotus 2 *(Gremlin Graphics),* RoboSport *(Ocean/Maxis),* Falcon *(Digital Integration),* Stunt Car Racer *(Microprose),* Flight Of The Intruder *(Mirrorsoft),* MiG 29 Super Fulcrum *(Domark),* Populous *(EA),* Populous 2 *(EA),* Powermonger *(EA),* Global Effect *(Millenium/EA) and* Stormball *(Millennium). Me, I like* Stunt Car Racer *– classic head-to-head action.*

I am writing to you to ask if you will pass on to your readers the fact that I am selling a cheat disk that covers the following formats: Amiga, C64, Super Nintendo, NES, Mega Drive, Master System, Game Boy and Game Gear.

It has a large number of Action Replay pokes for them all, at least 20 complete solutions and guides, some type-in listing for the C64 and more than 20,000 words of cheats for games on all these formats. I am selling it on a self-booting disk for the sum of £5, which I feel is well worth it considering it has taken me about two years to complete it.
Simon Finnigan, 9 Yarcombe Close, Halewood Village, Liverpool L26 7AE

OK – sounds fair to me.



A new Amiga combining an A1200 with a built-in CD³²-compatible CD-ROM drive. Can this be the shape of things to come?

our Somerton office (call 0225 822511) and, of course, through all good computer bookshops.
6) Any DTP or printing package will work as long as you can produce disk label-sized artwork. You might have problems using label paper (the stuff with a peel-off back) though, because it's thicker than normal paper and is shiny.

You might have to experiment a bit – or settle for printing on normal paper and then just glueing it to your disks (or maybe not).
7) Don't be so cynical. We set up Spong! *as a service to our readers. We're currently in the process of making this a proper Bulletin Board, and it should be up and running very soon.*

CUSTOM BUILDING

Having read the article in *AF62* about the future of Commodore, I must say that I think the A1800 is a step in the wrong direction.

Surely it would be a much better idea to build in a dedicated CD-connection port, put CD file-system support in Kickstart and then let people have the choice of buying any suitable CD-ROM drive and true Amiga CD-ROM titles, rather than CD³² titles which rely on custom architecture.
Jonathan Putsman, Cleveland

Well, you can use any CD-ROM drive with an A1200 if you have a SCSI interface fitted to the machine (many accelerator cards offer SCSI options). Although you won't get the benefits of full CD³² compatibility (the CD³² has a special 'chunky to planar' chip which isn't inside the A1200), most CD³² titles would still run on such a set-up.

Very few CD³² titles are written to use the CD³²s Akiko planar chip – Microcosm *is the only one we have seen. Failing that, why not just buy yourself a normal A1200 and then fit a Zappo CD-ROM drive?*

LANGUAGE BARRIER

Being of the masochistic persuasion, I have decided to devote myself to the learning of a new programming language. I would therefore be pleased if you would perhaps give me some advice on a few points.
1) Which language is the most commonly used? This may be a rather vague question, but I would eventually like to move into programming on a more serious level, and would probably cross to other platforms as a consequence. I always understood *C* would be the very bunny for me, but a dealer pointed out that it appears to have become incredibly unhip. Did

CONGRATULATIONS TO THE FOLLOWING COMPETITION WINNERS...

POT THE SHOT
Genna McCabe, Greenfield, Clwyd wins a pool table.

I'M A MOTOR MOGUL
The following lucky people each win a copy of *Detroit*:
Mark Harris, Yapton, West Sussex.
Matthew Gilks, Hampton, Middlesex.
Julian Cabell, Thatcham, Berks.
Robert Hart, Roehampton, London.
Steven Grainger, Harrogate, N Yorks.

ZOOL'S COOL
The winner of a TV, CD³² plus a copy of *Zool 2* is:
Irene Horsfall, Woking, Surrey.

The runners up (who each receive a *Zool 2* T-shirt) are:
N Grayson, Inverkeithing, Fife.
Mark Blackmore, Plymouth, Devon.
Carl Ward, Reading, Berks.
Richard Lee, Stanley, Co Durham.
Jonathan Bygrave, North Walsham, Norfolk.

STRICTLY SENSIBLE
Tapes of the *Cannon Fodder* theme go to:
James Heneghan, Billericay, Essex.
DP Taylor, Llanelli, Dyfed.
Ian Bullock, Coombe Dingle, Bristol.
Kevin Dixon, Stockton-on-Tees, Cleveland.
M Burnell, Westbury-on-Trym, Bristol.
Alex Roberts, Saxmundham, Suffolk.
Ashley Walker, Huddersfield, West Yorks.
John Clarke, Londonderry, N Ireland.
Calum Grimmond, Carnoustie, Scotland.
Steve Ashworth, Kirkham, Lancashire.

MICROCOSM: WHAT A BLAST
The following 20 readers get a *Microcosm* CD and T-shirt:
Phillipe Dumont, Nonceveux, Belgium.
A Nevis, London SW1.
Darren Gray, Newton Aycliffe, Co Durham.



Are you one of the 20 lucky readers who have won *Microcosm* CDs and T-shirts?

Russell Smith, Sheffield
Ian Harrison, Feltham, Middlesex.
Mandy Foster, Southsea, Hants.
Matthew Parke, Southwold, Suffolk.
Stephen Croft, Gayton, Wirral.
Iain Rockcliffe, Fife, Scotland.
F McCrory, Bedford, Beds.
LJ Harmer, London.
Wilf Walker, Dudley, West Midlands.
Paul Moseley, Rugeley, Staffs.
W Sanker, Darcy Lever, Bolton.
Russell Saxton, Highgreen, Sheffield.
Francis Beechey, Shenfield, Essex.
Andrew Wright, Chelmsford, Essex.
A Curtis, Chudleigh, Newton Abbot.
Pete Cunningham, Penyffordd, Chester.
Douglas Mouncey, Frosterley, Co Durham.

CD-ROM GIVEAWAY
Five winners get a Zappo CD-ROM drive and 10 games and five runners-up get 10 games.
Winners:
Gwen Steeles, Hazel Grove, Cheshire.
TS Bagot, St Ives, Cornwall.
M James, Stanley, Co Durham.
Chris Allen, Primrose Hill, Huddersfield.
Clare Rea, East Dereham, Norfolk.

Runners-up:
Christopher Curtis, Knightswood, Glasgow.
C Rowlands, Stanley, Co Durham.
Colin McBurnie, Dewsbury W Yorks.
Clifford Cooper, Brighton, East Sussex.
Paul Benyon, Northfleet, Kent.

ANIMATE ME



An image of the Earth created with *Lightwave 3D*. The best 3D animation package available for the Amiga.

I own an Amiga 1200, I have done so since last year and I am extremely interested in the subject of animation. I have read many articles in your magazine about how good the Amiga is at animation and I was wondering if you could please help me out by answering a few questions I have.
1) What form of animation is the Amiga 1200 best at (2D, 3D, etc) and what, therefore, is the best package for it?
2) I am considering purchasing a video digitiser for my machine and there are many on the market. Which is the best one for grabbing single frames in colour and what supporting pieces of hardware/ software are required?
3) What finally, in your opinion, is the best desktop set-up, such as software, hardware and accessories? What would be the rough cost if I was considering using my Amiga 1200 professionally in the near future and what would be the best set-up if I had a larger amount of money?

Howard Pearse, Surrey

1) It would be best to decide which sort of animation you want to do first – the Amiga is equally good at both (although the 3D stuff is more impressive!).

The best 2D animation package is probably Gold Disk's* Movie Setter *(although you might have problems getting hold of a copy). For 3D animation, well, there's no beating* LightWave 3D *(contact PremierVision on 071-721 7050).
2) Rombo's Vidi Amiga 12 AGA system will do the job nicely (Rombo are on 0506 414631).
3) Remember that it's not the equipment you have, it's what you do with it that counts. You would be best to start doing some simple animation (*DPaint III *will do the trick) and see if you enjoy it, before you start taking out any huge bank loans!

someone change the rules while I was asleep?
2) OK, let's say I've chosen my lingo – now which package do I get? I don't wish to re-mortgage granny just yet, so something professional like Lattice for *C* is out. What about Aztec? Helios Forth? Are the PD releases up to it or not? I note from the latest ish of *AF* that your *Complete Amiga C* offer is sold out. Thieves! Fire! Murder!
3) Documentation – I borrowed a book on *C* to whet my appetite and came to the opinion that it was an excellent and eco-viable alternative to barbecue lighting fluid – don't try this at home kids.

Whichever language I choose, I need a text that is clear, concise and doesn't read like a Kafka novel.

Simon Kay, Lancashire

1) Well, it really depends what you want to do. If you want to write games, you need to use Assembler*; if you just want to code applications, use* C.
2) HiSoft's Lattice C *is the one to go for: Aztec isn't readily available in the UK, an Helios Forth is crap. HiSoft are contactable on 0525 718181.*
3) Bruce Smith (call 0923 894355) do a good book on C *programming called* Mastering Amiga C. *Terrible plot, though – the getchar(!); did it.*

WIRED

Whatever happened to the DIY sections of *Amiga Format*? I always thought it was the best part of the magazine, apart from the Coverdisks of course.

I have made myself a sound sampler, four-way joypad adaptor and loads of other useful gadgets. I know that I have been a bit slow in writing this letter, but I have only just got a printer and my handwriting is appalling – so appalling that I sometimes have trouble reading it myself.

I would dearly appreciate it if you started up the DIY section because I strive to know how to create a buffered parallel port splitter.

Andrew Peel, West Yorkshire

Buffered parallel port splitter. Phwoar, eh? Eh?

Ahem. You'll be pleased to hear that the DIY section (we prefer the term, Amiga Format *Projects) will soon be making a comeback. Nick Veitch has plans to show you how to build a thermonuclear detonator/lightpen combo. Or something. Stay tuned.*

THE MAN AT THE TOP

Write to Commodore UK managing director David Pleasance c/o *Amiga Format*, 30 Monmouth St, Bath BA1 2BW.



SHOOTING US IN THE FOOT

How I laughed in 1988 when I bought an A500 and my friend bought an Atari ST! How I chortled when I saw people rushing to 'upgrade' to Workbench 1.3 only to see Commodore release the A500+ a few months later, and how I guffawed when my chums bustled to buy the A600 only to see me purchase an A1200 after only a matter of weeks!

Unfortunately, though, the days of laughing at CDTV owners have gone. I find it hard to see how Commodore can still manage to rustle up an army of dedicated Amiga owners who stick by them through thick and thin when they continually keep shooting us in the foot!

I want CD³²! OK, I suppose I could buy one. I'd have to get a bigger desk but I could save up and buy one. Frankly though, my bread bin is more aesthetically pleasing than a CD³² and the last time I did my shopping at Sainsbury's they provided a more robust form of packaging just so I could get my waffles home.

I have just read with a degree of horror that by late Spring a CD drive will be available – for the A4000! 'The CD³² has a completely different gate array to the A1200'. Well does it indeed? Presumably this pitiful excuse means that the insignificant few Commodore know as 'customers' have been shafted again?

I suppose though even if I do stay with the dwindling Amiga it won't be long before my entire system is replaced by a far superior, but tragically-supported A1200 – either that or a CD³²-II in a decent box that no one writes software for?

Sort yourself out please Commodore, PCs are getting better and cheaper all the time. I think I probably speak for many when I say that loyalties can only go so far!

Anthony Gallagher, London

What a confusing letter!

I can't remember having seen so many mixed messages on one page before, but nevertheless I will try to respond to your points.

If I understand you correctly you enjoyed the benefits of being an Amiga 500 owner and subsequently an A1200 owner, whilst feeling sorry for your friends who had just purchased A600s. Of course not everybody could afford the higher specification A1200 and for them the Amiga 600 was excellent value for money.

If you want a CD³² – buy one. If you don't like its looks – don't buy one, it's your choice.

In your next paragraph I take you to mean that you want a CD-ROM for your Amiga 1200. Well, you will be getting one, around the same time as the A4000 owners will, but it will not support FMV. If you want FMV buy a CD³².

Inevitably we will produce a higher spec machine than the A1200, it's called progress, it's what many people want. I would be interested to know what you mean by 'tragically-supported' and also why you are under the misconception that no one is writing software for the CD³².

You clearly have no idea what you want, and I strongly suggest you call into your local PC store, check out what it will cost to add a sound card, graphics board, etc, etc, and you will still end up with a computer that cannot perform like an Amiga.



THE GALLERY SPONSORED BY

DMA Design Ltd

Join Jason 'Tony Hart' Holborn as he takes another trip into the *Amiga Format* gallery.

TESTAROSSA

By John Cung, London

This object of John's desire was drawn completely by hand using just a copy of *DPaint IV AGA* and an Amiga A1200 running in 256 colours. What makes it so interesting is the wonderful reflections and beautiful shading effects on the car's coachwork.

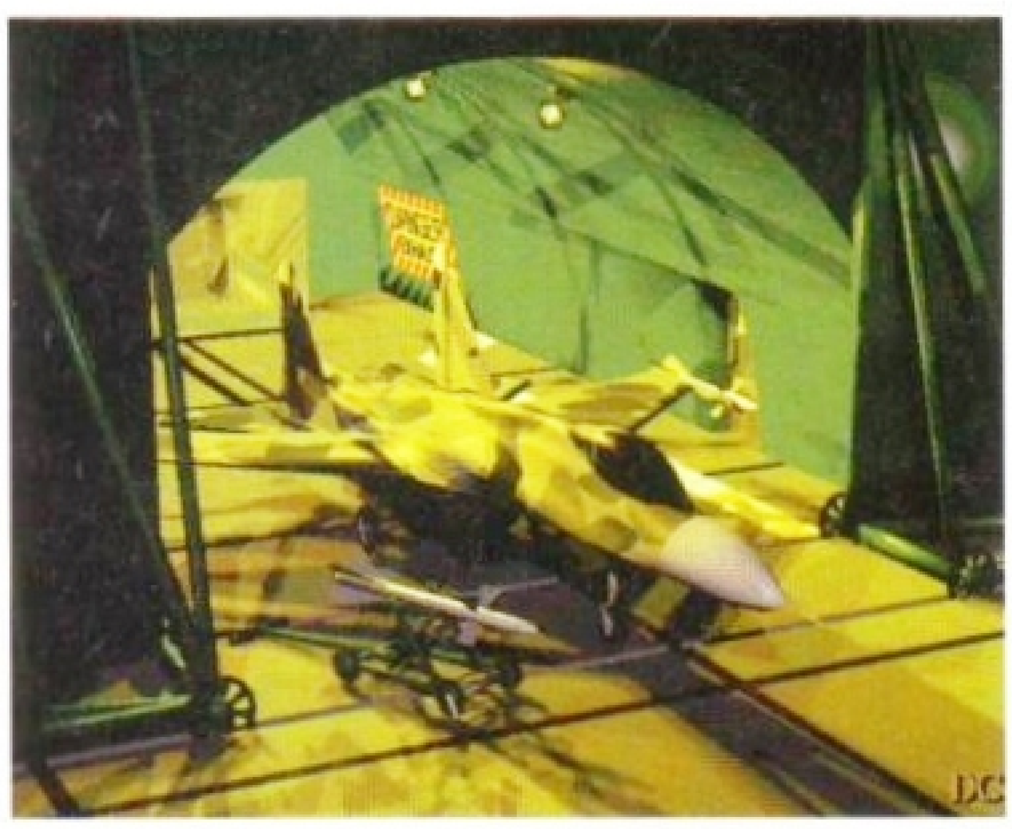
DMA Design are giving away a Tabby Graphics tablet worth £54.99 for the best Gallery picture. Plus, you could be commissioned to produce artwork for DMA, the team behind *Lemmings* and *Hired Guns*. Please indicate clearly if you don't want your details passed on to DMA. Send entries to: *Amiga Format*, Gallery, 30 Monmouth St, Bath, Avon BA1 2BW.



YOSEMITE SAM

By Tommy Herbert, Wicken

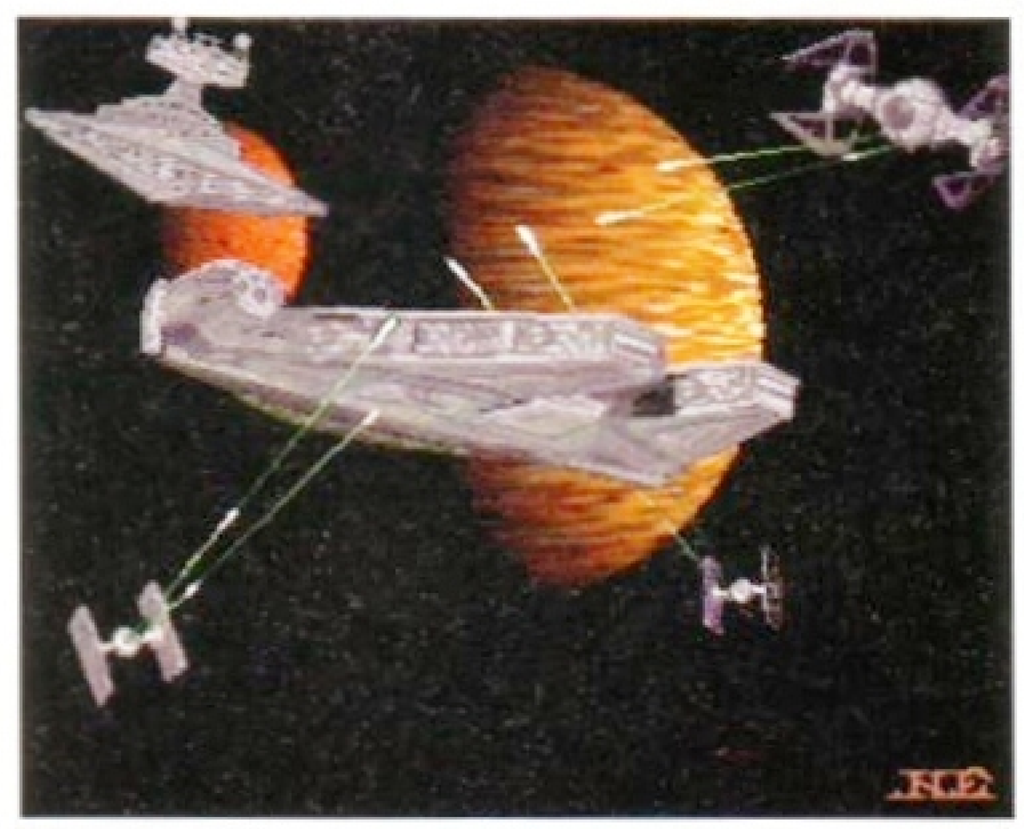
This is Steve 'Tall Scotsman' McGill's favourite. Steve particularly liked Sam's face (plenty of character) although the image is let down somewhat by the rather poor rendering of the Yosemite's hands.



FLANKER

By Damian Christou, Whaddon

This image took more than 30 hours to generate on an A1200 with a 28MHz '030 processor running the *AF53 Imagine 2.0* Coverdisk. Damian then loaded it into *DPaint IV AGA* to soften the shadows.



FALCON

By Nils Erichsen, Norway

Because I'm a *Star Wars* fan, this image had to appear in the Gallery. Produced using *Real 3D 1.4* and *DPaint*, it blurs the boundaries between ray-traced images and traditional drawing techniques.



MCLAREN F1

By Graham Dean, Stockport

To get the best possible anti-aliasing, Graham Dean rendered this beautifully-detailed McLaren F1 car at a resolution of 1,280x1,024 using *Imagine 3.0*. The image was then scaled down to a more manageable size using an image processing program.



THE TROOPER

By Kris Booghmans, Belgium

I'm not really a fan of Iron Maiden but this image is so striking that it just had to appear. Based on an Iron Maiden album cover, it has been completely hand-drawn using just 32 colours. The detail is astounding as are the perspective and proportions.



BUTTERFLY

By Paul Hill, High Wycombe

This 256-colour image was drawn entirely freehand using nothing more than a few colour photographs as source material. The basic outline and colour of the butterfly were first traced and then detail was added using spreads of colour.

AMIGA FORMAT

David Matthews
0225 442244

ADVERTISING RATES
£60 + VAT
per Company entry

AMIGA FORMAT MARKET PLACE
Beauford Court
30 Monmouth Street
Bath, Avon
BA1 2BW

Tel: 0225 442244
Fax: 0225 480325

We accept cheques for payment

Access VISA

AMIGA SPEEDWAY

Can you manage an England Squad to beat the world?
WORLD TEAM CHAMPIONSHIPS
– England's Challenge
Another of our fantastic Speedway games for any Amiga (min. 1 meg)
£7·95 plus FREE Newsletter
Cheques, P.O.s, Euro Cheques (extra £2 overseas)
payable to ET SOFTWARE
Dept AF, 18 Telford Avenue, Lillington, Leamington Spa CV32 7HL
Existing Customers – Newsletter is on the way

SOUTH WEST PUBLIC DOMAIN

YOU HAVE ALL TRIED THE COWBOYS FOR YOUR AMIGA PD
NOW TRY THE INDIANS!
SMALL SOUTH WEST COMPANY NOW GOING NATIONAL/WORLD WIDE
OPENING OFFER TO ALL NEW CUSTOMERS FOR ONE MONTH ONLY FROM RECEIPT OF OUR CATALOGUE, ORDER FORM ETC.
OPENING OFFER FOR ONE MONTH ONLY ALL DISKS NOW ONLY
50P PER DISK
CATALOGUE DISK NOW FREE!
CHEQUES/POSTAL ORDERS PAYABLE TO: MR P VINCENT AND SEND TO
SOUTH WEST PUBLIC DOMAIN, (DEPT AF), P.O. BOX 89, PLYMOUTH, DEVON PL1 3YR
LOADS MORE OFFERS IN OUR CATALOGUE

AMIGA DELUXE WORKSTATIONS

A1200/A600/A500

NUTEK LTD

Direct from manufacturer
Price £34.00 inc. VAT & P&P
Allow 21 days delivery
Please send cheques/PO's payable to:
NUTEK LTD, Unit 12, Langley Terrace Ind. Park, Latimer Road, Luton LU1 3XQ Tel/Fax 0582 30931

ARNOLD COMPUTER SUPPLIES

Amiga A1200	£289
Blank Disks	£19 per 50 inc. labels
DSHD Disks	£25 per 50 (Pre-formatted)

PD LIBRARY NOW OPEN!
Please send £1 or 4 1st class stamps for catalogue
Free local delivery and installation (10 mile radius)
Many more items stocked.
Please phone or fax for latest prices.
Barry Voce 0602 264973
11 Campion Street, Arnold, Nottingham NG5 8GR

Silicon DREAMS

Tel: (0274) 876207
Mobile: (0378) 192144
RING NOW FOR MORE AMIGA PRODUCTS

A1200 Race & Chase	£289.99
A1200 200 HD	£509.99
CD32 Console	£239.99
CD32 + F.M.V. Module	£419.99
A4000/030 4Meg 214HD	£949.99
A4000/040 6Meg 214HD	£1564.99

CHEAPEST IN THE UK?
Silicon Dreams - 5 Summerbridge Crescent - Gomersal - West Yorkshire - BD19 4LW

Pen Dragon PD

50 Binbrook Way, The Willows Estate
Grimsby DN37 9AS Tel: (0472) 883974
Public Domain available at £1.25 per Disk

100 Capacity Lockable Disk Box	£4.99
100 Capacity Stackable Disk Box	£9.95
Mouse Mats	£1.99
Mouse House	£1.99
10 Blank Disks 3.5"DS/DD	£3.50

Laminating of documents available, ring for details.
P&P 75 pence on disk orders
We have all Assassins & Fred Fish disks.
Pen Dragon PD is a subsidiary of Grimsby & Cleethorpes CDA

AmiCom PD

22 Church View Close, Havercroft, Wakefield, West Yorkshire, WF4 2PH
Catalogue Disk 50p (refundable with first order)
Games, Utilities, Demos, Music, Animations, Slideshows, Educational, Fonts, Clipart, Assassins Games, Fred Fish, Scope, Amigan, Avig, New Age Software and lots more..
Disk Prices: All disks 99p each
Postage & Package 50p
Make Cheques/Postal Orders payable to K M Lumsdon

ICPUG — FREE PD SOFTWARE

AMIGA - PC - All Commodore
Third Year Subscription Sept - Dec £8.50 UK only
Call (081) 651 5436 or
Write to: 45 Brookscroft, Linton Glade, Croydon CR0 9NA
Independent Commodore Products User Group

Microdot COMPUTING

GAMES:	UTILITIES:	DEMOS:
Monopoly	Pro Tracker 3.1	Giga Megamix
Pub Darts	Engineers Kit	1200 Point of sale
Tetris Pro	TC Dinosaurs	Virtual Dreams
Pac Man	Text Engine 4.1	Technologic Death
Chess	Pools Predictor	Extensions
Golf	7 Virus Checkers	
Cash Fruit	GCSE Maths	

Clip Art*Fonts*Modules
Fred Fish * Assassins

Disks £1.00 Each
P&P 70p Per Order
Catalogue Disk 50p
SAE for Best Sellers List
Many More Titles Available

Red Dwarf Quiz '93 Spectrum Games (Up to 6 Disks)
DeptAF. 2(B) Blendworth Cres. HAVANT Hants. PO9 2BE (0705) 350334/5

Amigraph — The very best PD

First subdealer in Belgium of 17-Bit.
Also Amiga dealer: A1200/CD32 Specialist.
Contact: Tijl Uilenspiegelstraat 38, 8000 Brugge. Tel 050/341594
Catalogue disk available only 90Fr
From disk 1900 onwards.
Follow 17 Bit and enjoy Amiga.

---

50 TOP AMIGA GAMES FOR ONLY £9·99 POST PAID

These games are not public domain. They are all 1993 copywrited games titles. Adventures, puzzlers, platformers, shoot em ups, beat em ups etc.
Some of these games were mega hits!
FUTURE SOFTWARE (AF)
8 MAGNOLIA PARK, DUNMURRY, BELFAST BT17 0DS
Compatible with all Amigas. 1 Meg only.
Fast despatch on orders.

WE ARE AMIGAHOLICS ARE YOU?

NO PC'S, NO MEGA SEEDY'S, WE ONLY DO AMIGAS
LATEST DISCS - STAR TREK TRIVIA (NEXT GENERATION) 2 DISCS
VENTAKA CRUSADE GAME DISCS — BRAIN STRAIN = PUZZLES ETC; HEAD TO HEAD = 2 PLAYER GAMES; ARCADE CLASSICS = QUESS WHAT?
DEMOS: Breathtaker (5D), Love (2D), Full Moon, 9 Fingers (2D) etc. Final Writer Utility, Final Wrapper, Spiral Text etc. Send S.A.E for list or 50p

1 Disc £1.50, each additional disc £1
Order 5 discs get 1 FREE
Order 10 discs get 2 FREE
Order 15 discs get 3 FREE
Free P&P

Send Cheques/POs to: Dept AF, Amigaholics P.D, 236 Chester Road North, Kidderminster, Worcs DY10 1TE

BOZ PD

FORMERLY CCPD
WORKBENCH 2 & 3 AND NOW 1.3 SPECIALISTS.
ALL THE LATEST TITLES
PHONE GRAHAM ON 0283 531676
OR WRITE FOR A CATALOGUE DISK LISTING ONLY THE BEST PD AVAILABLE
(Enclose 2 1st Class Stamps)
NFA PUBLIC DOMAIN AVAILABLE
All disks £1.00 each. 10% off first order
31 SOUTH UXBRIDGE STREET, BURTON ON TRENT, STAFFS DE14 3LD

ADRENALIN

FREE POSTAGE UNTIL CHRISTMAS ON ALL SOFTWARE ORDERS!
PUMP UP YOUR GAMEPLAY WITH ADRENALIN
Sega, Nintendo, P.C., Amiga, CD32, CD-ROM, 3DO, Jaguar CDi and Mac software. Sega, Amiga, CD32, 3DO, Jaguar and CDi hardware, plus loads of accessories.
ALL YOU NEED IS HERE, ALL ENQUIRIES WELCOME!
For a FREE price list (no SAE required) Call us on LEEDS 0532 383188 or write to:- ADRENALIN SOFTWARE, P.O. BOX 21, MORLEY, LEEDS LS27 0XE.
Don't forget to tell us what machine(s) you have. All products are NEW and reasonably priced. Sorry no part exchanges. Cheques/Postal Orders only. Allow seven days clearance for cheques. All items sent recorded delivery.
OPEN WEEKDAYS 7pm till 8pm, SAT 9am till 12 noon. Answerphone on at all other times

---

ACTIVITY *Software*

89P AMIGA PD/ PC SHAREWARE *PER DISK OR LESS!*
FREE CATALOGUE DISK - SEND 25P STAMP STATING WHICH COMPUTER
DEPT AF65, 393 DONCASTER ROAD, ROTHERHAM, SOUTH YORKSHIRE S65 2UF

MEPD

PD FROM ONLY 35P
1000'S OF TITLES
DISKS FREE FROM VIRUSES.
Games, Demos, Music, Utilities, Slideshows & More
Send a blank disk or three 1st class stamps to: 37 Sunnyvale, Raglan, Gwent NP5 2EF to receive a catalogue disk
OR
telephone (0291) 690771 for more information

FREE 452 GAMES CHEATS FREE NEW 1.3 EMULATOR

UNDERGROUND P.D.
FREE CATALOGUE DISK FROM
UNDERGROUND P.D.
RING 0702 295887 NOW!

KEW =II Software

Est.1989
TOP QUALITY AMIGA PD & SHAREWARE
CATALOGUE WITH INDEX & UTILS ONLY £1
1-3 DISKS £1.50
4 PLUS DISKS £1.25
FREE P&P
FREE FRIENDLY HELP, POST OR PHONE ANYTIME!
PICK YOUR OWN PROGRAMS BY NAME, NUMBER & SIZE! IT'S EASY!
P.O. BOX 672, SOUTH CROYDON, SURREY CR2 9YS
TEL: 081 657 1617
THE LEADER - OTHER CAN ONLY FOLLOW!

ONLiNE PD

TEL: 0704 834335
75P
ASI GAMES 1 TO 308
NEW - JUST IN !
MovieGuide V2.04 (2) (HD)
AGA Spectrum Emulator + 21 games, Fairlight & Virtual Dreams – Love (2) (AGA)
Aminet 3 CD £19.99
Every 10 disks ordered choose another FREE
3 disk catalogue free with first order or send 3 x 25p stamps or 75p or a medium SAE with 25p stamp.
P&P 75p. Cheques / P. Orders payable to Online PD, Dept AF
1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX.

C64 SOFTWARE HIRE CLUB

3 Briarbank Avenue, Nottingham NG3 6JU
Send SAE for full details
Amiga list also available on request

POY DOY 65p

WIN
1000th member gets an A4000/040TW/80HD
500th member get a CD32 +SX-1
200th member gets a game worth up to £35
It costs £10 to join and you will get your membership number and catalogue disk.
Make cheques/PO's payable to Larry Larkin
40 COUSIN LANE, OVENDEN, HALIFAX, W. YORKS HX2 8DQ

CHIC: the BEST AMIGA User Group and BBS System

Offering Thousands of New Contacts, Regular Newsletters, Free Help and Advice, Second-hand Hardware & Software bought and sold. Exclusive massive Club Discounts from suppliers & dealers. Insider opinion & information. Plus the best Diskzines and 3Gb of PD/Shareware titles available to download FREE from our members only. BBS and much more...
Find out what you're missing by sending an SAE for our FREE intro pack to:
C.C.C. (AF6), P.O. Box 121, Gerrards Cross, Bucks SL9 9JP : (0753) 884473.
Trade & dealer enquiries welcome. Plus FREE publicity for new PD software/diskzines/hint sheets etc, and also support for other machines: IBM/Atari/Sega/NES/C64/Spectrum/CPC. Contact us now for details!!!

AGA ONLY P.D — CLUB 1200

The No.1 stop for AGA PD. All the latest warez.
DEMOS - UTILITIES - GAMES - SLIDESHOWS
£1 per disk inc P+P.
1 disk free for every 5 disks purchased!
Catalogue disk £1 or send S.A.E for more info.
Cheques & PO's should be made payable to CLUB 1200,
57 EUROPA ROAD, LOWESTOFT, SUFFOLK NR32 4BQ.
TEL: 0836 328263

WREXHAM PD

Call 0978 364665
for hundreds of games and utilities

CLASSIC AMIGA PD

FREE CATALOGUE DISK
CALL
061 7231638
12AM - 9PM DAILY

Convert your Amstrad
COLOUR MONITOR £9·95

	MADE	DIY
464/6128/664 (no sound)	£9·90	£5.90
with stereo speakers	£34.90	£25.90
464 Plus (includes sound)	£19.90	£8.90

Hagars Electronics, 127 High Street, Sheerness, Kent ME12 1UD
Tel (0795) 663336
Cheques/Postal Orders accepted

GVB-PD

AMIGA PUBLIC DOMAIN
A GOOD SELECTION OF NON COMMERCIAL PROGRAMS, AT A PRICE THAT IS WITHIN THE REACH OF MOST AMIGA OWNERS. ONLY £1.50 PER DISK, OR AS LOW AS 75p WITH A VALID ACCOUNT NUMBER. "NO MINIMUM ORDER" YOU NEED ORDER ONLY ONE DISK TO GET AN ACCOUNT NUMBER.
IN STOCK NOW ASSASSINS GAMES 1-208 FRED FISH 1 - 1000
FOR A CATALOGUE DISK
PLEASE SEND 3 FIRST CLASS STAMPS OR 4 FIRST CLASS STAMPS FOR CAT & FISH CAT
0831 - 649386 Mobile
AS LOW AS 75p
GVB-PD DEPT AF.NOV. 43 BADGER CLOSE, MAIDENHEAD, BERKSHIRE SL6 2TE UK.

FREE DISK

Catalogue
Over 6,000 PD titles, hardware & commercial software listed.
Send SAE to:
PATHFINDER PD (AF),
41 Marion Street, Bingley, West Yorkshire BD16 4NQ.

ACCESSORIES

A1200 Dust Covers - £3.99	Mouse Mats - £2.99
Mouse Holders - £1.95	Disk Head Cleaning Kits - £2.99
25 DSDD Blank Disks - £10	100 Labels - £1.50

TOXIC SOFTWARE

28 Sandbeck Ave, Skegness, Lincs. PE25 3PX
(0754) 760665

Disk Prices	
1-10	£1.00
10-20	£0.90
20-30	£0.80
30+	£0.70
P&P	£0.70

Catalogue Disks £0·75
Blank Disks £0·35

Utilities, Animations, Slideshows, Fonts & Clipart, Demo's
Fred Fish 1-660, Games, Assassins Games Disks, LSD Legal Tools, Music

P.D
Please make cheques payable to: – TOXIC SOFTWARE PD

ALMOND P.D

19 JUNIPER GROVE, LIVINGSTON EH54 5JF TEL: 0506 442165

UTILITIES, MUSIC, SLIDESHOWS, GAMES, DEMOS, CLIPART, ANIMATIONS, AGATRON, FRED FISH, ASSASSINS, T/BAG.

P.D PRICES 99p PER DISK. CATALOGUE DISKS 75p
DISCOUNTS ON LARGE ORDERS
POSTAGE 60p UK

SPECIAL OFFER: SEND BACK CATALOGUE DISK AND GET 50% OFF FIRST P.D DISK

MAKE CHEQUES/P. ORDERS PAYABLE TO: M. DOYLE

F1–44 BLACKBOARD V3.0 3 disks, Image Processor £5.99
F1–45 T-TEC-MAZE Highly challenging puzzler £3.99
F1–46 MAZE MADNESS Pacman with a difference £3.99
F1–47 F1 MUSIC VOL 4 (C) Free exclusive mods £3.99
F1–48 ERIK Brilliant Ex-commercial platformer £3.99

ATTENTION ALL AMOS USERS

AMOSZINE ISSUE 3 OUT NOW! ONLY £2.25 POST FREE.
STACKS OF ARTICLES AND EXCLUSIVE SOURCE CODE.
ISSUES 1, 2 & 3 ONLY £5.99 POST FREE

FOR F1 CAT DISK SEND TWO 1ST CLASS STAMPS

CHEQUES/POs TO F1 LICENCEWARE

MUSIC MACHINE MARKETING LTD

TEL: (0204) 387410 FAX: (0204) 380952

!! DEALS OF THE YEAR !!

SX1 Expansion Unit for CD32 (Microbotics)
Keyboard CBM Manufactured (Ex CDTV or 2000)
Disk Drive CBM Manufactured (Ex CDTV)
Games 1, Games 2, Games 3, (3 CDs = 300 Games)
CDPD 1 (Loads of Utilities)
Normally sold separately for £399·00 inc VAT

Deal 1
All the above ....Only £299·00

Deal 2
Without SX1 ....Only £99·00

Deal 3
Games 1, Games 2, Games 3, CDPD 1Only £29·00

Deal 4
MMM floppy/printer interface instead of SX1 ....Only £199·00

Sex Model File (Glamour disks) 18 rated - needs FMV decoder for CD32 IBM CDi MAC .From £19·99
We do not condone or supply illegal hard-core material. Proof of age and identity is required.

FMV on CD - 60 titles available - needs FM cart for CD32 IBM CDi MAC ....From £14·99

Telephone or Fax your order on
Tel: 0204 387410 Fax: 0204 380952 or post to:
59 Bridgeman Place, Bolton BL2 1DE

For ALL your PD needs in Scotland

MG's PD (AF)

The Old Farmhouse
Rosefield, Balbeggie
PERTH PH2 6AT
Tel: 0821 650488

Fast, **F**riendly **S**ervice
Send 3 x 1st class stamps for catalogue disk listing over 6000 titles. Includes **FREE** D-Copy, **FREE** Game plus **FREE** Virus Killer

All Fred Fish, Assassins, 17 Bit, LSD, Scope etc plus 1000's more...
Free disk when you buy 10.
Disks 90p each. P&P 70p

PRIORY SOFTWARE

AeroSpot DB	£7.00	Civil Plane Spotters database.
AnyYearCal	£6.00	Calendar for any year, or any month from any year.
CarRunningCost	£8.00	Gives various monthly and year to date info.
RadioLog	£7.00	Radio Log Book
RadioMemDB	£7.00	500 Channel Radio memory database.
Statement	£7.00	Bank Statement.
TempsQNH	£7.00	Temperature & Pressure databases.
TrainSpotDB	£7.00	Train Spotters database.
WeatherDecoder	£9.00	Decodes Synop and Ship weather reports from RTTY Met stations. (A RTTY decoder with ASCII output is required to make use of this program).

All software for OS/2 and above, PAL only.
Prices include p&p. Payment by cheque or PO. Or send SAE for program details.
7 The Priory, 137 Priory Road, Hungerford, Berks RG17 OAP

CAPRI CD DISTRIBUTION

AMIGA CD32 — Commodore CDTV Interactive

ALL AVAILABLE TITLES IN STOCK

70+ CDTV TITLES COMPATIBLE WITH CD32
90+ CD32 TITLES/ 30+ VIDEO CD TITLES

NEW RELEASES

Assassins CD £19.99 — Simon Sorceror £39.99
Arcade Pool £14.99 — Superfrog £14.99
Banshee £29.99 — Legend of Sorasil £29.99

AMIGA CD OFFERS

Brian The Lion £14.99 — Guy Spy £14.99
Wembley Int Soccer £19.99 — Zool 2 £9.99
Psycho Killer £19.99 — North Polar £24.99
Town With No Name £19.99 — Lemmings £9.99
Japan World £34.99 — Pinball Fantasies £19.99
Humans 1& 2 £19.99 — Lotus Trilogy £19.99

THIS IS JUST A SMALL SELECTION OF THE TITLES & SPECIAL OFFERS WE HAVE. PLEASE WRITE OR RING FOR THE LATEST LIST. WE ALSO STOCK THE COMPLETE ALMATHERA, OPTONICA & WEIRD SCIENCE RANGES.

CAPRI CD DISTRIBUTION
DEPT CD1, CAPRI HOUSE, 9 DEAN STREET, MARLOW, BUCKS SL7 3AA
TEL/FAX 0628 891022
TRADE ENQUIRIES WELCOME

Chris's PD

Quality Amiga PD and Shareware

We have thousands of quality PD and Shareware disks to choose from.

Animation, Business, Clip Art, Demos, Fonts, Fred Fish, Games, Music, Slideshows, Utilities and much much more!

All disks only **69p** Each

+ 70p P+P per total order
All disks are sent 1st class and are error and virus free
For a full disk catalogue send a Stamped Addressed Envelope with a disk or send a cheque/PO for 69p made payable to: C. WAITE

Chris's PD, Dept AF, 22 Merryfields Avenue, Hockley, Essex, SS5 5AL
Tel: (01702) 203826 6-8pm Mon -Fri

(PLEASE ASK FOR CHRIS'S PD)

NATIONAL AMIGA USERS GROUP

Dept AF3, P.O. Box 151, Darlington, County Durham, DL3 8YT
Tel. (0325) 352260 Internet: BUX8@UNN.AC.UK

All Public Domain	99p
Postage all orders	50p
PD List	50p

Professional Sound Samples

We stock some amazing quality Sound Samples in our Professional Collection. All the samples can be used within the popular music sequencers, such as Octamed or Music X. Most of the samples are unique to us. **As reviewed in Amiga Computing, August 1994.**

SD001 Alarms 1	SD014 Human 1	SD027 Percussion 3	SD040 Synths 6
SD002 Bass 1	SD015 Keyboards 1	SD028 Percussion 4	SS041 Synths 7
SD003 Bass 2	SD016 Keyboards 2	SD029 Pianos 1	SD042 Synths 8
SD004 Breaking 1	SD017 Keyboards 3	SD030 Pianos 2	SD043 Synths 9
SD005 Cartoons 1	SD018 Keyboards 4	SD031 Strings 1	SD044 Vocals, Voices 1
SD006 Cartoons 2	SD019 Keyboards 5	SD032 Strings 2	SD045 Vocals, Voices 2
SD007 Drums and Snares 1	SD020 Keyboards 6	SD033 Strings 3	SD046 Vocals, Voices 3
SD008 Effects 1	SD021 Loops 1	SD034 Strings 4	SD047 Vocals, Voices 4
SD009 Effects 2	SD022 Loops 2	SD035 Synths 1	SD048 Vocals, Voices 5
SD010 Effects 3	SD023 Loops 3	SD036 Synths 2	SD049 Vocals, Voices 6
SD011 Effects 4	SD024 Loops 4	SD037 Synths 3	SD050 Warning Sounds
SD012 Effects 5	SD025 Percussion 1	SD038 Synths 4	
SD013 Guitars 1	SD026 Percussion 2	SD039 Synths 5	

How to Order

Choose the disks you would like, making sure they are compatible with your machine, and send the list with the relevant amount to the address at the top of the page.
Make all Cheques or Postal Orders payable to,
NATIONAL AMIGA USERS GROUP

User Group Information

Do you want to join one of the fastest growing Amiga user groups in the world? Of course you do! Send an SAE (and disk if you want a FREE copy of our example disk magazine) for our information pack. Many benefits for all Amiga owners. Foreign Amiga owners send an IRC.
Direct Line (+44) 325 352260

---

18 — 18

ADULTVISION CD VOL 1

(For the Amiga)
1000 + Tasteful GIF Images on one CD-ROM
ONLY **£19.95** + £2.00 p&p

DATA SYSTEMS
Systems House, Scarva Street, Bambridge BT32 3DD
SALES HOTLINE (0820) 627272
SALES FAXLINE (0820) 626933

Access — VISA

Please note: confidential, discrete service assured. All orders sent under plain wrapper.

TOP QUALITY DISKS LOWEST PRICES

DOUBLE DENSITY **25p** Minimum order 10

ORDER HOTLINE TEL: 0253 790147

ADD £1 P+P

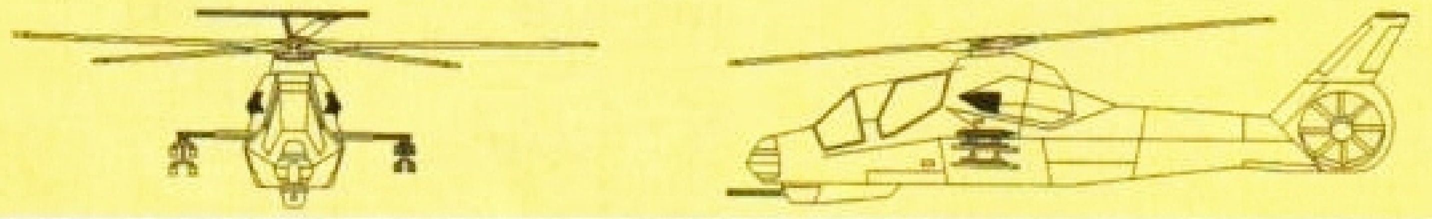
HIGH DENSITY **34p** Minimum order 10

■ THESE ARE HIGH QUALITY 100% ERROR FREE 3.5" DISKS WITH LABELS ■
■ ONE TO ONE REPLACEMENT OR MONEY BACK GUARANTEE ■

Cheques/PO's payable to: V Funnell, Greenacres, Lancaster Road, Pilling, Nr Preston PR3 6SR

ATTACK HELICOPTER FLIGHT SIMULATOR

A battle field scenario simulation of the Boeing/Sikorsky RAH 66 COMANCHE
'Serious flight modelling that requires skill to master'



Flight dynamics modelling: Not available on other sims. Author B.Eng Aero.

Test your flying skills over a 65000 sqr km battle area. Filled with over 300 fractally shaped hills, clouds, 1000's kms of rivers and roads. Land at any of five bases. Fly under and around bridges, power stations, etc. Destroy more than 160 passive and active enemy objects. Pit your wits against intelligent enemy anti aircraft weapons and enemy helicopter. **Armaments:** Guided Hellfire (4) and Stinger (8) missiles, 20mm (500) cannon. **Avionics:** Radar and FLIR targeting systems. 5 Mode flight control computer. Enemy radar & laser detectors. **Software:** Sophisticated flight modelling and collision detection algorithms. Utilises filled polygon 3D real time rendering techniques. 8 view modes. Realistic sound effects, incl doppler shift. Stunning fragmented object explosions. Realtime or user definable interpolation time constant.

Only £9·95 Includes instruction manual, postage and packing.
Supports A500 A500+ A600 A1200 A1500 A2000 A3000 A4000 & Accelerators
Kickstart 1.2 or later Requires a minimum of 1 Megabyte of ram Joystick optional

To Order: Please send your name & address with a cheque or postal order for £9·95 payable to 'Absolute Image' at A.I. Dept AF11 9B Kenelm Road Colwyn Bay Clwyd LL28 4EE

AMIGA POWER SUPPLY £24.99

GENUINE COMMODORE 1 YEAR WARRANTY, SPEEDY DESPATCH

AMIGA REPAIR (A500/A500+ ONLY) £37.99

Multiple faults may result in extra charge.
Price includes postage, parts and labour

AMIGA

Amiga Internal Drive		Garry Chip	£5
Repairs	£24.99	Denise Chip	£5
A520 Modulator		Kickstart 1.2 Ram	£5
exchange only	£14.95	Amiga Keyboard Repairs	£27.99

SPARES

Cheques and postal orders to:
Omnidale Supplies, 8E Rowan Court, Friargate, Derby DE1 1BU Tel (0332) 291219

Access — VISA

EXCLUSIVE PD

Top Quality Service at sensible prices

(Dept AF), 7 Beresford Close, Waterlooville, Hampshire P07 5UN Tel: (0705) 642409
Office hours: 10am-7pm Mon-Fri, 10am-3pm Sat

Any 10 Fred Fish Disks for £8 + P&P

WE STOCK
LSD Legal Tools
Fred Fish
Panorama
APDC
Scope
Amicus
Assassins Games
TBAG
Disk Magazines
Grapevine etc

Catalogue disk free with your first order or send 2 x 25p stamps

DEMOS
Runaway Brain (AGA)
Nation-X: Lobotom
Achallamahalla
5 to 12 (AGA)
End of the Misery (2)
Industrial Fudge
Flying Cows: Lame HQ (AGA)
Sign of Chaos (AGA)
Arise Melee (AGA)
Oxygene Cuzco (AGA)
Mystic Vital (AGA)
Artificial Paradise (2, AGA)
Dig. Dreams 7th Heaven (AGA)
Wicked Sensation (2)
Nerve Axis Rombust (AGA)

GAMES
Trek Trivia Challenge (2)
Trick or Treat (AGA)
Mr Brownstone (AGA)
Golden Oldies (2)
To The Death (AGA)
Fantasy Football League
Megablock II
Doctor Strange (AGA)
Paradroid II (AGA)
Cybertech Corp. (2, AGA)
Sheppherd
Green 5
Antwars (2)
Deluxe Galaga V.2.3
Banditmania (2)
Ambassador V2.0 (AGA)
Colonial Conquest

MUSIC
Jewels: Funky Cartoons (AGA)
Essential Classics
Megawatts: Mindfield (3)
J. Edgar Hoover Experience
Pandemonium II (2)
I Feel Good (AGA)
Complex Seduction (2, AGA)
Techno Hangover

UTILITIES
Virus Workshop v4.0 (KS2.04+)
Trek Workbench (2)
A1200 Hacks
Gnu C/C++ Compiler (3)
Cheque Mate

A1200 SLIDESHOWS
Rosanna Arquette
Seven Seas (2)
NFA: BODYSHOP PACK (12 DISKS - £10)
NFA: Phoebe Cates
NFA: Sherilyn Fenn
Aladdin (3)
Swimsuits #1/2/3
Jungle Book (2)
NFA: Boris Vallejo (2)
Ozone: Shed Tears (2)
Red Dwarf (2)
Crawford Coll. (2)
Crawford Coll. II (2)
Star Trek
Mini Slideshow (2)
Fit Chicks II/III/ (2 each)
NFA: Telly Pics (2)
GIF BEAUTIES PACK (18 DISKS - £15)

100 cap. disk box £5.50
All Amiga Dust Covers..£2.00
Mouse Mat £2.00
Drive Cleaner £2.00
50 DSDD disks £20.00
100 DSDD disks £39.00

All PD disks £1.00 each
Postage: UK 50p
Europe add 20p per disk
World add 40p per disk

All cheques payable to Exclusive PD. Other accessories and hardware available, please call for details

IF WE HAVEN'T GOT IT... WE'LL GET IT AT NO EXTRA CHARGE

GREAT TITLES FROM TELESCAN

SPECIAL OFFER - LATEST VIRUS KILLER FREE WITH AN ORDER OF £5 OR MORE

THE FINAL FRONTIER

The Official Star Trek magazine. Produced by enthusiasts for Trekkie enthusiasts everywhere. Packed with info, music, pictures and much more. Latest issue No 7 now available.
4 DISKS - £6.00

HACK PACK

Back up those expensive programs! Contains - Freecopy 1.8, Maverick 4, Nib 2, Lock Pic 1 & 2 and The Clone. All the best programs available
6 DISKS - £7.50

PROJECT UFO

Over 4 Meg of UFO related text files from across the globe. Sightings, Encounters, Abductions, Cover-Ups, etc etc, some highly classified. Comes complete with a text reader or you can use your own favourite word pro or text editor.
6 DISK SET - £7.50

TOP 20 TITLES

1. 3D in the 90's II (18 Stereograms) (2)
2. Dummy's Guide to Internet
3. Imagine Buddy Guide (2)
4. Moosedrive Game (1)
5. Sonic Drum Kit (1)
6. Stereogram Construction Kit (1)
7. Shepherd Game (1)
8. Award Maker Construction Kit (1)
9. Green 5 Game (1)
10. Eagleplayer module player (1)
11. 3D in the 90's. (Stereograms) (1)
12. Terminator 2 Demo (2)
13. 7th Heaven Rave Demo 1200 only (1)
14. Zombies 2 Game. 1200 only (1)
15. Big Girls AGA Slide 1200 only (1)
16. PC Task 2 (Includes DOS disk) (2)
17. Lock Pic 2 (1)
18. V Chess 2. Not 1.3 (1)
19. Cheats V3. 1000 Cheats/Solutions (1)
20. Hoi The Game. 1200 only (1)

£1.50 each. 6+ = £1.00 each. Post Free

EDUCATION PACK 2

World Database, Evolution, Units, Maths Drill, German Tutor, Calckey Tugoword, Elements, Planetarium, Maths Reflex 1/2/3, Convert, Deaflab, The Solar System plus more!
5 DISKS - £6.00

STACKED DECK

The ultimate card pack! 24 programs containing 37 card games for all tastes. Patience games, Poker games, Cribbage, Bridge, Hearts, Klondike, Blackjack, Spades, Streets & Alleys, Montanna plus many more. A must for the card sharp!
3 DISK SET - £4.50

SCANNER DISK MAG

Now in its 3rd year and packed with the best PD programs plus reviews/news/adult section/art/music/tips etc. Amiga Shopper rated it 10/10. Why not try the latest issue? SCANNER is on two disks and is compatible with ALL Amigas.
2 PACKED DISKS - £3.50

SEND 4 FIRST CLASS STAMPS FOR OUR FAMOUS CATALOGUE DISK SENT FREE WITH FIRST ORDER

Please make cheques & PO's payable to N. JORDAN and post to -
TELESCAN COMPUTER SERVICES, PO BOX 1, THORNTON-CLEVELEYS, LANCS FY5 1SH
or if you prefer, you can telephone your order using your ACCESS/VISA on 0253-829292

NJH PD

Dept AF, 12 Meesons Mead, Rochford, Essex SS4 1RN
Tel/Fax: 0702 546796
0585 348786

Many more disks in stock. If you can't see what you are after please phone and see if we have it.
All disks will work on any Amiga unless otherwise stated.
Full catalogue available for only 75p or three 1st class stamps.
[#]= Number of disks
All orders sent 1st class the same day

FREE DISKS
For every 10 disks ordered choose 1 free.

FROM **70p** A DISK
1-3 Disks £1 per disk
4-9 Disks 90p per disk
10-19 Disks 80p per disk
20+ Disks 70p per disk
Add 70p per order for p+p

Cheques/P.O. payable to **NJH**

UTILITIES
❒ Imagine Buddy sys (2)
❒ Spectrum v2
❒ Autostereogram
❒ Paint It
❒ X-Password
❒ Freecopy 1.9
❒ Williams F1 Imagine obj
❒ F1 Grand Prix Editor
❒ Reorg 3.11
❒ Blitz Blankers
❒ C Manual v3 (12)
❒ Arexx Manual
❒ Stereoscopic
❒ Crunchmania
❒ XPK Disk Packer
❒ DiskSalv 2 (WB2/3)
❒ Imagine Obj+Tex (7)
❒ Crack And Copy
❒ 200 Utilities
❒ Text Engine 4.1
❒ Spectrum 1.7
❒ Spectrum Games (1-38)
❒ Lock Pick 2
❒ D-Copy 3.1
❒ Hard Drive Utils
❒ Octamed 2
❒ Grapevine 19 (3)
❒ PC Task 2

GAMES
❒ Green 5
❒ Wired Chaos
❒ Hydro Zone
❒ Automobiles
❒ World Team Speedway
❒ Raise The Titanic
❒ To The Death (2 MEG)
❒ Moonbase (KS2/3)
❒ Ant Wars (2)
❒ Les Dennis Hangman
❒ Sickball 2
❒ Talisman (2)
❒ Moonbase (not 1.3)
❒ Driving Maniacs
❒ Strikes n Spares
❒ World Darts
❒ Soccer Cards USA
❒ High Octane
❒ Ork Attack
❒ Megaball 2.1
❒ Neighbours (2)
❒ Grand Prix Manager 93
❒ Battle Cars 2
❒ Amosloadsofmoney
❒ LCD Dreams
❒ Board Games
❒ Deluxe Pacman
❒ Gameboy Tetris

DEMOS
❒ Machivel
❒ Attack
❒ Rockily (2)
❒ Noice
❒ Cappella (2)
❒ Cindy Crawford Slides (2)
❒ PhaQ
❒ Demons Rage
❒ Severn Seas Art (2)
❒ Wind It Up
❒ Satisfaction Guaranteed
❒ Sequential
❒ Flying Cow
❒ 9 Fingers (2)
❒ Trip To Deep Base (2)
❒ Skizzo 2 (4)
❒ Dream Trippin
❒ Lemon Groove
❒ Neraul Assault
❒ Fairlight 242
❒ Jesus On E's (2) (2 D)
❒ Star Trek Rave Demo
❒ Desert Dream (2)
❒ State Of The Art
❒ Rave Attack 2
❒ LSD Techno Warrior
❒ Speed Demo (3)
❒ Groove Is In The Heart

1200 UTILS
❒ 1200 Diagnostics
❒ ASI Multivision
❒ Channel z 6 mag (2)
❒ Kick 1.4
❒ Andy WB3 Utils
❒ AGA Utils #1
❒ WB3 Backdrops
❒ Magic WB (hard drive)
❒ Magic WB Extras
❒ Action Replay 4 Pro
❒ 1200 HD Prep

1200 DEMOS
❒ Vital
❒ Agony Panel Anim
❒ Corinne
❒ Melee
❒ Taste The Difference (2)
❒ Talent QED 2 (2)
❒ Mini Omistan
❒ Access Real
❒ Talent QED
❒ Uguala Damage
❒ Not Again
❒ Numb
❒ Subliminal XTC (2)
❒ Ray World (3)
❒ Virtual Journey

1200 GAMES
❒ Stones AGA (fast ram)
❒ Yatzooie 2 AGA (fast ram)
❒ Bacman AGA
❒ Zombies 2
❒ HOI AGA Remix
❒ Dungeon Walker Demo
❒ AGA Megaball 3
❒ AGA Tetris
❒ AGA Klondike (3)
❒ Cards For Above (8)
❒ Motorola Invaders 2 (2)
❒ Mad Fighter
❒ Oscar Game Demo
❒ Uchess (6 meg)

1200 SLIDES
❒ Claudia
❒ Shad Art (2)
❒ Worlds Beyond (3)
❒ GIF Beauties (14)
❒ Bodyshop 1,3
❒ Bodyshop 2,4,5,6,7 (2 Each)
❒ AGA Manga Slides (4)

EDUCATION
❒ IQ Tester
❒ World Geography
❒ Amiga Beginner
❒ ASI Back to School (3)

PURE TECHNOLOGY

ECSTATIC ACID BYTES
Sample CD from Pure Technology

Ecstatic Acid Bytes is our best selling CD this year and with almost 3000 samples, including sounds from the TB303 and SH101, pence per sample, Ecstatic Acid Bytes is without a doubt the best value sample CD on the market. It is the only CD to have separate sounds on the left and right channels, effectively making it a double CD. ALL the sounds on this CD are 100% original and essential for Techno, Rave, House, Acid and Ambient tracks. Sound On Sound gave it 5 out of 5 in the July '94 edition of the magazine.
AN UNBEATABLE £24.95

COSMOS
Sample CD from Pure Technology

Cosmos is our latest CD and has the widest range of sounds we have ever compiled onto one CD, including analog lead riffs, digital lead riffs, sound effects, analog bass sounds, digital bass sounds, drum loops, piano patches, analog bass riffs, digital bass riffs, brass pads, organ patches, analog synth pads, digital synth pads, analog lead sounds and digital lead sounds. With over 75 minutes of playing time packed solid with samples, we have once again brought you a jam–packed sample CD at an affordable price.
A STUNNING £34.95

Call our credit card hotline NOW! Or send a cheque or postal order made payable to Pure Technology
ENQUIRIES AND CREDIT CARD ORDERS
TEL: 0745 332535
Overseas delivery: Europe add £4; rest of world add £5
PURE TECHNOLOGY
Dept. AF, PO Box 997, Rhyl, Clwyd LL18 4WA

SENSATIONAL SOFTWARE 75P PER DISK

EMULATORS
Spectrum EM 1.7
Spectrum Games 1 (3)
Spectrum Games 2 (3)
BBC Emulator + games
C64 Emulator V3 (2)
Kickstart 3EM
Vic 20 Em. + 50 games (2)
PC Task 2

UTILITIES
RS Demomaker +Tools (3)
Procad Electronic
Grapevine 19 (3)
Account Master 2.1
Eagle Player

GAMES
Galaga Deluxe
Ass 159 Driving Maniacs
18th Hole Golf (2)
Talisman (2) (2 meg)
Asteroids 2 (WB2/3)
Mr Men Olympics (2)
Ork Attack
Gunfighter
Overlander
Ant Wars (2)
Morton Strikes Back
Gravity Force 2
Scorched Tanks 2
Sentinel
UN Sensible Soccer
To the Death
The Shepherd
Dr Strange
Automobiles 1

GAMES
Og the Caveman
Moose Drive
Zombie Apocalypse II
Super Obliteration
Cash Fruitmachine

75p

MUSIC
A-Z C64 Tunes (4)
Techno Modules (5)
2 Unlimited (2)

A1200 ONLY
Snake Rider (2)
Full Moon
Relokick 1.4
Hoi Remix
Complex Origin (2)
Ray World (3)
Degraders
Megaball AGA
Big Time Sensual (2)
Scan is Lame (2)
Noxious
Action Replay Pro
Hoi Demo III (3)
Ram Jam
Mina Omnistan
Complex 'real'
QED 2
Not Again
Body Shop IV (2)
Body Shop V (2)

A1200 ONLY
Body Shop VI (2)
Body Shop VII (2)
Uguala Damage
Crayon Sinchan
Galactic Emotions
Lethal Dose (2)
Interchange AGA
Numb
Destination Unknown
World of Manga (4)
Ferrari Pics
Abstrax Pig
Motorola Invaders (2)
Subliminal XTC (2)
Full Moon
Hypnosis (2)
Vulcano
9 Fingers (2)

Catalogue disk only 50p
PD comes on 100% error-free, virus-free disks, despatched same day!
Make Cheques/Postal Orders payable to Sensational Software (P&P 75p)
24 Campbell Drive, Herringthorpe, Rotherham, South Yorkshire S65 2NJ
13 PD DISKS FOR £10 (INC P&P)

DISKS!

All with 100% lifetime guarantee & labels
GRADE 'A' 3.5" DS/DD

20 Disks	£6 + £2 p+p
50 Disks	£15 + £2 p+p
100 Disks	£29 + £3 p+p

PHONE US FOR ALL THE BEST PRICES ON AMIGA CD32, PRINTERS & SOFTWARE

FOR LARGER QUANTITIES PLEASE PHONE FOR THE LOWEST PRICES

THE COMPUTER SHOP, 11 ALL SAINTS PASSAGE, HUNTINGDON, CAMBS PE18 6LE
VISA **TEL/FAX (0480) 435858** Access

TAKE THE RANDOM FACTOR OUT OF PD PURCHASING WITH...

SHATTERED IMAGE

We have individual catalogue disks for Utils, Games, Demos and Slideshows and Fish disks. No more unaccurate ordering with Shattered Image, the Robin Hood of PD companies.

CAT 1: Standard CAT 2: Games CAT 3: Utils CAT 4: Demos and Slideshows CAT 5: Fish Library

Catalogue disks have as much free software on them as we could fit and can be obtained for 2 stamps and an envelope. All disks we send out are checked for virii, alien symbiotes, errors and subliminal messages if played backwards.

We also sell all kinds of computer related equipment and will always try to save you money when you buy. We do not stock any Alien Technology as yet, but we are negotiating to get our hands on some! Phone or write for more information on anything we sell or even just to chat about anything computer related.

Modem Users: try Wet N Wild BBS on (0793) 878357, lots of things to do. Speeds up to 28800

THINGS IN STOCK: 1000 disks labels – £8.50. Dust Covers – £2.50. 100 cap disk box – £4.50
Verbatim Branded DS/DD Disks (Box of 10) – £4.10. CD's from £5.00. Joysticks from £4.99
THESE PRICES INCLUDE POSTAGE & PACKING

NEW PD DISK PRICES: 1 – 30 £1, >30 please phone (our prices can go lower than limbo dancers)
Please add 50p for Postage and Packing for all PD orders within U.K. £1 for Europe and R.O.W.

Write to: SHATTERED IMAGE (AF), 13 LA PORTE PRECINCT, GRANGEMOUTH, SCOTLAND FK3 8AZ
Phone us at: (0324) 471424 E–Mail us at: Nik.Shearer@dalriada.centron.com

Anyone got any smurf memorabilia? We like smurfs you see – send them to us for free disks!

HORNESOFT P.D

EST 1990
OVER 11000 DISKS AVAILABLE

DEPT (AF), 23 Stanwell Close, Wincobank Sheffield S9 1PZ. Tel 0742 492950
ALL DISKS ARE 75P EACH
POSTAGE: UK =70P EUROPE +20P A DISK
REST OF WORLD +40P A DISK

UTILS
Text Engine V4.1
Disk Salvage V2
Disk Repair Kit
Protracker V3.15
PC Task V2.03
AmigaDos Tutorial
Citizen Print Manager
Lockpick 2
Copiers Unlimited
Speccy Emulator V2
Disk Mag Creator V1.21
Hardrive Utils 2000 (2)
C64 Emulator V3 (2)
Dividend Winner
Buddy System (2)
W/B Utils
A600 HD Install Disk
EPU Hardrive Stacker V1.6
Football Icons
Videotracker (5)
Sonic Drum Kit
HD Click V2.7
Vark Cli Utils 5
Font Farm 12
600 Business Letters
ASI Multiprint 4
Telescroll V2

GAMES
Dangermouse
High Octane Turbo
Green 5
Case of Doctor Strange
Black Jack
Less Dennis Hangman
Missiles over Xenon (2)
Galaga Deluxe
Antwars (2)
Captain Bonus
18th Hole Golf (2)
Galaxy Wars
Gun Fighter
Overlander
Megablock 2
Talisman (2)
Nostromo Cheats V3
Mega Cheats (3)
Moose Driver
Black Dawn
Knight Woode
Scorched Tanks V1.7
Project Buzzbar
Digital Tetris
Space Invasion II
Quackers
Mr Men Olympics (2)

A1200 GAMES
Klondike (3)
Klondike 2 (3)
AGA Tetris
Mad Fighters 2 (3)
Cybertech Corp (2)
Evil Insects
Megaball 3
Boron
AGA Hoi Remix

A1200 UTILS
Videotracker AGA
Action Replay 5
Kick 1.4
A1200 HD Prep
AGA Screen Blanker
Magic WB V1.26 (H. Drive)
Ben's AGA Tools Vol 2
AGA Utils (4)

EDUCATIONAL
Back to School 1
Back to School 2
Back to School 3
Kids Disks (2)
G.C.S.E. Maths
Mr Men Pack
Learn and Play Plus

A1200 SLIDES
Cindy 94 (3)
Bodyshop 4 (2)
Bodyshop 6 (2)
Bodyshop 7 (2)
GIF Beauties (10)
Red Dwarf (2)
Erika Eleniak
Big Girls
Cindy Vol 1 (2)
Cindy Vol 2 (2)
Fit Chicks 2 (2)
Fit Chicks 3 (2)

A1200 DEMOS
Artificial Paradise (2)
Ram Jam TTD (2)
Brain State in Box
Origin (2)
Rayworld (3)
Subliminal XTC (2)
Channel No 5
Friday at 8
Not Again
Team Hoi (3)
Big Time Sensual (2)
Full Moon
Complex Real AGA
Empty Head

To get a catalogue ask for one free with 1st order or send disk + S.A.E for a free catalogue disk listing over 11000 disks, including PD Soft Utils 1 to 1402, 17 Bit, TBAG, FREDFISH, F1 LICENCEWARE, SCOPE, we stock the lot. 24 hour turnaround. Please make cheques/P. Orders payable to: **HORNESOFT PD**

AMIGA FORMAT SHOPS DIRECTORY

CONTACT DAVE MATTHEWS - 0225 442244 BOX ENTRIES £45 PLUS VAT

NORTH

A18 Business Systems
9 St Martin's Cres, Scawby, Brigg, S Humbers, DN20 9BQ
Tel: 0652 651712

BDB Corporate Computers
BDB Cent, 94 Derby Rd, Farnworth, Widnes, WA8 9LQ
Tel: 051 495 1977

Bolton Computer Centre
148/150 Chorley Old Rd, Bolton, LANCS, BL0 3AT
Tel: 0204 31058

Chips Computers
9 Newport Rd, Middlesborough, Cleveland, TS1 3LE
Tel: 0642 252509

Chips Computers
Clarks Yard, Darlington , Co Durham, DL3 7QH

Chips Computers
Silvercourt Cent, Silver St, Stockton, Cleveland, TS18 1SX

Chips Computers
7 Dundas Street, Redcar, Cleveland, TS10 3AD

Computatill Ltd
77/79 Chadderton Way, Oldham, OL9 6DH

Computer & Games Centre
33/34 St Nicholas Cliff, Scarborough, N Yorks, YO11 2ES

Computer Mania
The Balcony, Market Hall, Derby, DE1 2DP
Tel: 0332 292923

Computer Store
21a Printing Office Street, Doncaster, DN1 1TP
Tel: 0302 890000

Computer Store
40 Trinity Street Arcade, Leeds, LS1 6QN
Tel: 0302 890000

Computer Store
13 Westmoreland Street, Wakefield, WF1 1PN
Tel: 0302 890000

Computer Store
14 St Sampsons Square, York, YO1 2RR
Tel: 0302 890000

Computer Store
4 Market Place, Huddersfield, HD1 2AN
Tel: 0302 890000

Computer Store
34/36 Ivegate, Bradford, BD1 1SW
Tel: 0302 890000

Computer Store
44 Market Street, Barnsley, S70 1SN
Tel: 0302 890000

Computer Store
5 Cole Street, Scunthorpe, DN15 6RA
Tel: 0302 890000

Computer Store
54 East Mall, Four Seasons Centre, Mansfield, NG18 1SX
Tel: 0302 890000

Computer Store
10 Square, The Woolshops, Halifax, HX1 1RU
Tel: 0302 890000

Computer Store (HO)
Units 13-15, Guildhall Industrial Estate
Kirk Sandall, Doncaster, South Yorks, DN3 1QR
Tel: 0302 890000

The Exchange
14 Church Road, Urmston, Manchester, M41 1BV
Tel: 061 747 4069

Format
Rink Shopping Centre, Swadlincote, Derbys, DE11 8JL
Tel: 0283 219224

GC Electronics Computer Workshop
12 Newmarket St, Consett, CO Durham, DH8 5LQ
Tel: 0207 502249

Grantham Computer Centre
4 Kings Wk, Guildhall St, Grantham, Lincs, NG31 6NL
Tel: 0476 76994

HEC
47-49 Railway Road, Leigh, Lancs, WN7 4AA
Tel: 0942 672424

Humberstone Computer Centre
49 Fieldhouse Rd, Humberton, Grimsby, DN36 4UJ
Tel: 0472 210601

Just Micro
22 Carver Street, Sheffield, South Yorks, S1 4FS
Tel: 0742 752732

Lanway Corp Business Systems Ltd
T/A Burnley Computer Centre
31-39 Manchester Rd, Burnley, Lancs, BB11 1HG
Tel: 0282 31108

Long Eaton Software Centre
Commerce Hse, West Gate, Long Eaton
Notts, NG10 1RG
Tel: 0602 728555/46

MCB Computing Group
24 Mill Lane, Buckley, Clwyd, CH7 3HB
Tel: 0244 544063

M6 Computers Ltd
340 Haydock Lne, Haydock, St Helens, Lancs, WA11 9UY
Tel: 0942 719122

Mansfield Computers & Electric
33 Albert Street, Mansfield, Notts, NG10 1EG
Tel: 0623 631202

North Notts Computer Centre
23 Outran St, Sutton In Ashfield, Notts, NG17 4BA
Tel: 0623 556686

Postbyte Computers
1-4 Great Northern House
Great Northern Ter, Lincoln, Lincolnshire, LN5 8HN
Tel: 0522 525321

Pudsey Computer Shop
161 Richardshaw Lane, Pudsey, Leeds, W Yorks, LS28 6AA
Tel: 0532 360650

S.G.M. Electronics
54 Wigan Lane, Wigan, Greater Manchester, WN1 1XS
Tel: 0942 321435

Sapphire Software
81 Abergele Road, Colwyn Bay, Clwyd, LL29 7SA
Tel: 0492 534831

Software Superstores Ltd
11 Market Square Arc, Hanley, Stoke On Trent, ST1 1PD
Tel: 0782 268620

Software Superstores Ltd
6 Mealhouse Brow, Stockport, Greater Man, SK1 1JP
Tel: 061 480 2693

Software Superstores Ltd
27 Baldwin St, St Helens, Merseyside, WA10 2RS
Tel: 0744 27941

Software Superstores Ltd
The Courtyard, 5 Horsemarket St, Warrington, WA1 1XL
Tel: 0925 232047

Software Superstores Ltd
Unit 50 Golborne Gallery, The Galleries
Wigan, Greater Manchester, WN1 1AU
Tel: 0942 826956

Software Superstores Ltd (HO)
Unit7a Oldham St, Hanley, Stoke On Trent, ST1 3EY
Tel: 0782 202250

TEC-NOL Ltd
249 New Rd Side, Horsforth, Leeds, Yorks, LS18 4DR
Tel: 0532 590020

Tim's Megastore
29/31 Sunderland St, Macclesfield, Ches, SK11 6JL
Tel: 0625 434118

Tomorrow's World
27/33 Paragon Street, Hull, Humberside, HU1 3NA
Tel: 0482 24887

VUDATA
44 St Petersgate, Stockport, Greater Man, SK1 2HL
Tel: 061 477 6739

VUDATA
203 Stanford St, Ashton-Under-Lyne, Lancs, OL6 7QB
Tel: 061 339 0326

SCOTLAND

Bits and Bytes
21b Commercial Street, Dundee, Tayside, DD1 3DD
Tel: 0382 22052

Computer Depot
205 Buchanan Street, Glasgow, Scotland, G1 2JZ
Tel: 041 332 3944

The Games Gallery
35 Barclay St, Stonehaven, Kincardineshire, AB3 2AX
Tel: 0569 764051

Moray Business and Computer Centre
20 Commerce Street, Blginm, Moray, IV30 1BS
Tel: 0343 552000

Holburn Software
111 Holburn Street,Aberdeen,AB1 6BQ
Tel: 0224 592515

CENTRAL

Bits & Bytes
62c London Road, Oadby, Leicester, LEICS, LE2 5DH
Tel: 0533 711911

Computability
35 Bethcar Street, Ebbw Vale, GWENT, NP3 6HW
Tel: 0495 301651

Computer Supercentres
15 David Street, Cardiff, South Glam, CF1 7DE
Tel: 0222 390286

Comtazia Ltd
204 High Street, Dudley, West Midlands, DY1 1QQ
Tel: 0384 239259

Comtazia Ltd
8 Mealcheapen St, Worcester, WR1 2DH
Tel: 0905 723777

Comtazia Ltd
4/6 The Arcade, Walsall, West Midlands, WS1 2RE
Tel: 0922 614346

Comtazia Ltd
171/177 High St, West Bromwich, W Midlands, B70 7RB
Tel: 021 580 0809

Comtazia Ltd
25, Beechwood Pl, 123 High St, Cheltenham, GL50 1DQ
Tel: 0384 261698

Comtazia Ltd
The Shopping Mall, Merry Hill Centre
Brierley Hill, West Midlands, DY5 1SB
Tel: 0384 261698

Fortiss Computers
138 Wood St, Earl Shilton, Leicester, Leics, LE9 7ND
Tel: 0455 850980

Jet Computer Systems
13, The Market, Pentrebane St, Caerphilly, CF8 1FU
Tel: 0222 880600

Kettering Computer Centre
15/17 High Street, Kettering, Northants, NN16 8ST
Tel: 0536 410070

Screen Scene
144 St Georges RdCheltenham, Gloucs, GL50 3EL
Tel: 0242 528979

Soft Centre
Cambrian Retail Centre, Newport, GWENT
Tel: 0633 222481

Soft Centre
30 The Parade, Cwmbran, GWENT
Tel: 0633 868131

Soft Centre
20 The Market Place, Blackwood, GWENT
Tel: 0495 229934

Soft-ly
5 Deer Walk, Cent Milton Keynes, Bucks, MK9 3AB
Tel: 0908 670620

T.M.J. Computer Software
39a Station Rd, Desborough, Northants, NN14 2RL
Tel: 0536 762713

Computer Mall
Unit 16 Downstairs, Harpur Centre, Bedford, MK40 1TP
Tel: 0234 218228

Get Real
31 High Street, Wootton Bassett, Wilts, SN4 7AF
Tel: 0793 848428

Mr Softee
39, Pembroke Cent, Swindon, SN2 2PQ
Tel: 0793 431193

SOUTHWEST

Softsell Mail Order
32 Dursley Road, Trowbridge, Wilts, BA14 0NP
Tel: 025 769331

Computer Plus
14 Scarrots Lne, Newport, Isle of Wright, PO30 1JD
Tel: 0983 821222

Computer Shop
4 Holland Walk, Barnstaple, Devon, EX31 1DW
Tel: 0271 78787

Computerbase
21 Market Ave, City Cent, Plymouth, Devon, PL1 1PG
Tel: 0752 668635

Exmouth Computers
7/9 Exeter Road, Exmouth, Devon, EX8 1PN
Tel: 0395 264593

Megabit Computers
46 Colwell Centre, School Street, Weymouth
Dorset, DT4 8NJ

Quantum Computers
2a Blenheim Road, Minehead, Somerset, TA24 5PY
Tel: 0643 703883

Total Computing
16 Station Rd, Parkstone, Poole, Dorset, BH14 8UB
Tel: 0202 717001

RJ Computers
30 Westbourne Road, Downend, Bristol, BS16 6RX
Tel: 0272 566369

Hampshire Videocentre
Portsmouth Rd, Lowford, Southampton, SO3 8EQ
Tel: 0703 404773

Hytek Computer Retals Ltd
52 Oreston Rd, Plymstock, Plymouth, Devon, PL9 7JU
Tel: 0752 484114

SOUTH EAST

Bits 'N' Bytes Computer Centre
19 Orwell Road, Felixstowe, Suffolk, IP11 7EP
Tel: 0473 233678

Bits 'N' Bytes Computers
10/12 Dial Lane, Ipswich, Suffolk, IP1 1DL
Tel: 0473 233678

Computer Cavern
23 Harris Arc, Off Friar St, Reading, Berks, RG1 1DN
Tel: 0628 891101

Computer Cavern
Capri House, 9 Dean St, Marlow, Bucks, SL7 3AA
Tel: 0628 891101

Computer Solutions
5 Chingford Mount Road, London, E4
Tel: 081 523 5566

Computer Solutions
38 Chingford Mount Road, London, E4 9AB
Tel: 081 523 5566

GMC Computers
14 Coggeshall Road, Braintree, Essex, CM7 6BY
Tel: 0376 553333

GMC Computers
65 North Street, Sudbury, Suffolk, CO10 6RE

GMC Computers
21 Gaol Lane, Sudbury, Suffolk, CO10 6JL
Tel: 0787 374959

Hi-Tek
245 Broadway, Berleyheath, Kent, DA6 8DB
Tel: 081 303 4862

Mega Byte
103 Elners End Road, Beckenham, Kent, BF3 4SY
Tel: 081 676 8488

One Step Beyond
9/11 Bedford Street, Norwich, Norfolk, NR2 1AR
Tel: 0603 616373

SRS Micro Systems
94 The Parade, Watford, Herts, WD1 2AW
Tel: 0923 220558

SS Computers
Eastgate Shopping Centre, Basildon, Essex, SS14 1JJ
Tel: 0268 273273

Software Emporium
Magdalen Street, Norwich, Norfolk, NR3 1AA
Tel: 0603 633362

TORC Software
9 Wilton Par, Feltham High St, Feltham, TW13 4BU
Tel: 081 893 2100

Viking Computers
Ardney Rise, Catton Grove Rd, Norwich, NR3 3QH
Tel: 0603 425209

Game Zone
18-20 New Rents, High St, Ashford, Kent, TN24 0AB
Tel: 0233 663996

F1 Return
19 London Road, Lowestoft, Suffolk, NR32 1BA
Tel: 0502 512416

AMIGA FORMAT



You may recognise this page. You may be thinking: 'crikey this looks awfully similar to the Next Month page from *AF64*.' Well it is. In fact, it's the same (apart from the bit you're reading now). We made a mistake. But if you promise not to tell our publisher, next month in the world's best-selling Amiga magazine we *will* blow the lid on RISC technology. And we'll *definitely* tell you what to expect from the next generation machines and whether you'll soon be running *Windows* on your A5000 – don't miss it.

ISSUE 66

On sale Thursday November 17

RESERVE YOUR COPY OF

AMIGA FORMAT

MAG*SAVE

Cut out this form or photocopy it and then hand it in to your newsagent.

Please reserve/deliver *Amiga Format* magazine each month.

Name ....

Address ....

....

....

Phone No ....

To the newsagent:
Amiga Format is published by Future Publishing. Tel: 0225 442244.

AMIGA FORMAT 65 NOVEMBER 1994

EDITORIAL
EDITOR Steve Jarratt
DEPUTY EDITOR Sue Grant
CONSULTANT EDITOR Nick Veitch
PRODUCTION EDITOR Richard Jones
GAMES EDITOR Stephen Bradley
STAFF WRITER Steve McGill
STAFF WRITER Jason Holborn

DESIGN
ART EDITOR Sue White
DESIGNER Frank Bartucca

PUBLISHING
PUBLISHER Steve Carey
PUBLISHING ASSISTANT Janet Anderson
DIRECT SALES MANAGER Dale Bradford
PROMOTIONS MANAGER Simon Howarth
CIRCULATION MANAGER Jon Bickley
CIRCULATION ASSISTANT Kate Elston
JOINT MD Greg Ingham

CONTRIBUTORS
Richard Baguley, Jess Bennett, Marcus Dyson, Roy Ferguson, Angus Neilson, Tim Smith, Jeff Walker, Ed Wiles, Maff Evans, Dale Bradford, Graham Sandiford

ADVERTISING
GROUP AD MNGER Mary de Sausmarez
ADVERTISING MANAGER Jackie Garford
DEPUTY AD MANAGER Louise Woods
SALES EXECUTIVE Diane Clarke
SALES EXECUTIVE David Matthews

PHOTOGRAPHY
Rob Scott, Ashton James

PRODUCTION
GROUP PROD MNGER Judith Middleton
PROD CO-ORDINATOR Charlotte Brock
PROD CONTROLLER Claire Thomas
PRINT SERVICES Helen Shields
AD DESIGN Claire Russell, Lisa Withey
ADMIN ASSNT Suzannah Angelo-Sparling

COLOUR SCANNING & IMAGESETTING
Jon Moore, Simon Windsor, Chris Stocker, Jason Titley, Mark Gover

COLOUR ORIGINATORS Phoenix Repro

PRINTED IN THE UK BY St Ives PLC

NEWSTRADE DISTRIBUTION, UK
Future Publishing 0225 442244

NEWSTRADE DISTRIBUTION, ABROAD
MMC Ltd 0483 211222

YOUR GUARANTEE OF VALUE
This magazine comes from Future Publishing, a company founded just nine years ago but now selling more computer magazines than any other in Britain. We offer:

Better advice. Our titles are packed with tips, suggestions and explanatory features, written by the very best in the business.

Stronger reviews. We have a cast-iron policy of editorial independence and our reviews give clear buying recommendations.

Clearer design. You need solid information fast. So our designers highlight key elements by using charts, diagrams, summary boxes, and so on...

Greater relevance. At Future, Editors operate under two golden rules:
- Understand your readers' needs.
- Then satisfy them.

More reader interaction. We draw on readers' contributions, resulting in the liveliest letters pages and the best reader tips. Buying one of our magazines is like joining a nationwide user group.

Better value for money. More pages, better quality – magazines you can trust.

AMIGA FORMAT
30 Monmouth Street,
Bath, Avon BA1 2BW
Telephone 0225 442244
Facsimile 0225 318740
E-MAIL ADDRESS
2:250/107.95@FIDONET.ORG
AMFORMAT@CIX.COMPULINK.CO.UK

SUBSCRIPTIONS, BACK ISSUES and MAIL ORDER
Future Publishing, Somerton, Somerset, FREEPOST, TA11 6BR
Telephone 0225 822511, 9am-6pm
Facsimile 0225 822510
CUSTOMER SERVICES
Telephone 0225 822511

ABC 132,137
Member of the Audit Bureau of Circulations. Registered Circulation
January-June 1994

Future PUBLISHING

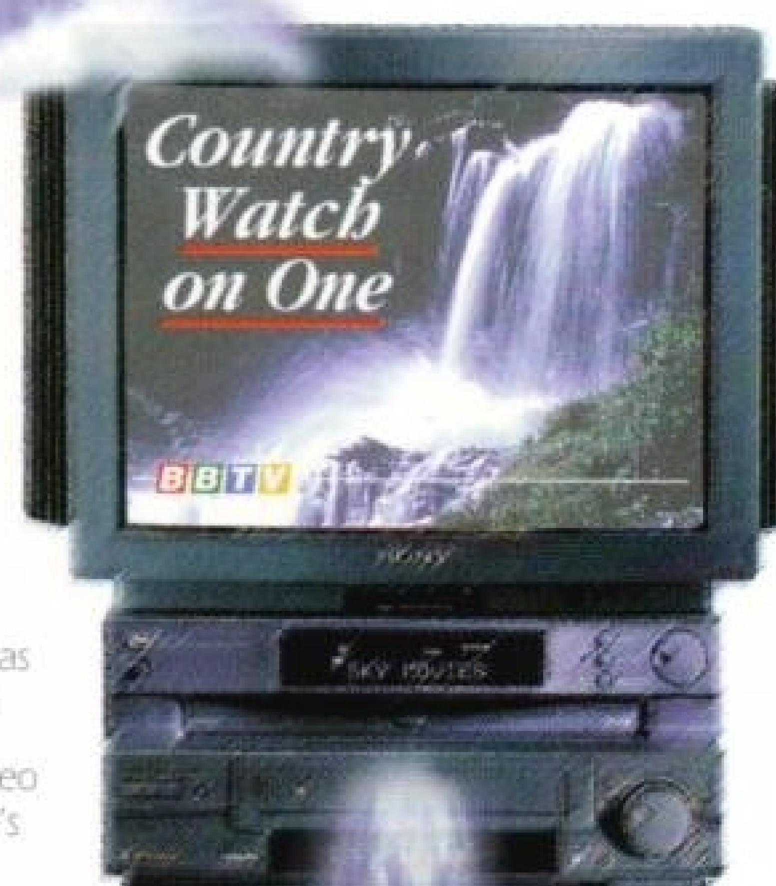
ADVERTISERS' INDEX

Amiga Frame Grabbing has just taken a Fall... in Price but definitely not in quality!



Grab images with your Camcorder

The revolutionary new ProGrab™ 24RT is a 24-bit real time colour frame grabber and digitiser - costing less than any of its rivals! Whilst ProGrab™ has slashed the price of frame grabbing on the Amiga, it has been bestowed the Amiga Format Gold Award for its ease of use and excellent quality results!



Take a signal from a TV with SCART output

Use a satellite receiver as your output device

Grab TV pictures or video frames from your VCR's video output.

With ProGrab™ you needn't be an expert in Amiga Video technology either. Simple 3 stage operation ensures you get the right result - real time, after time...

STAGE 1...

Select any video source with composite output. This could be a camcorder, TV with SCART output, satellite receiver, domestic VCR/player or standard TV signal passing through your VCR/player... the choice is yours.

STAGE 2...

Using ProGrab's software, select the image you wish to capture in its on screen preview window (because the hardware grabs a frame in real time, there is no need for a still frame facility on the source device) and, ProGrab even includes a Teletext viewing/capturing facility from suitable inputs. Once grabbed, simply download the image to your Amiga for full screen viewing.



STAGE 3...

Use the saved image in your favourite Amiga Word Processing, Desk Top Publishing or Graphics software packages.

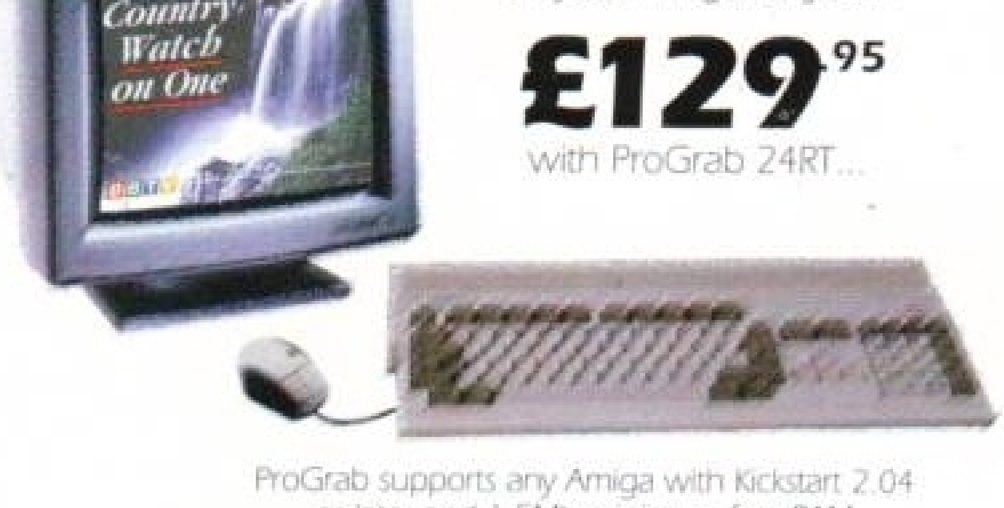
ProGrab **really** makes it that simple!

ProGrab is supplied with everything you'll need...

- **ProGrab 24RT Digitiser** (with Power & Input Signal LED's)
- **ProGrab 24RT Software**
- **Parallel Connecting Cable**
- **Mains Power Supply Unit**

ProGrab supports all recent Amiga and is also fully AGA chipset compatible. You can even work in the new graphics modes up to 1472 x 512 pixels in HAM 8, Amiga RAM permitting. Images are digitised in 24bit, 16.7 million colours. ProGrab supports... IFF, ILBM, ILBM24, Clipboard, JPEG, ProGrab File or Anim5 file output formats. ProGrab's software has built in mono and colour animation facilities. The number of frames is dependant upon your Amiga's RAM. For professional users the optional ProGrab PCMCIA Interface Connector is available for Maximum Data Throughput/Preview Refresh Rates.

ProGrab has recently been awarded Amiga Format Gold



Now you can frame grab on your Amiga for just...

£129.95

with ProGrab 24RT...

ProGrab supports any Amiga with Kickstart 2.04 or later and 1.5Mb minimum free RAM

Pro-GRAB™ 24RT

To get **your** hands on Prograb, call our sales line on
01-773-836781

or... Ask us for a list of stockists in your area. For further product details please request an information pack & image samples disk.

GORDON HARWOOD COMPUTERS
Dept. , New Street, Alfreton, Derbyshire. DE55 7BP

Worth £149! Pixel 3D Professional



Convert, edit or create 3D objects for use in almost any rendering package. *Pixel 3D Pro* is the best there is – and now it's all yours!



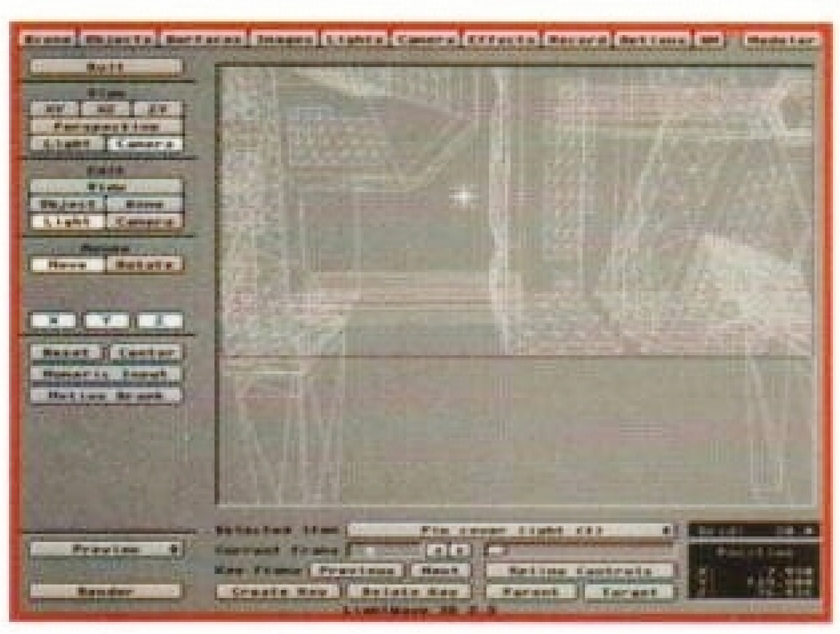
Sensible Golf



It's golf, it's Sensible, and it's only available on *Amiga Format*. So overcome your handicap and sink a few birdies in our exclusive demo of this top golf game!

Cover Feature

See how our cover image was made – entirely on the Amiga.



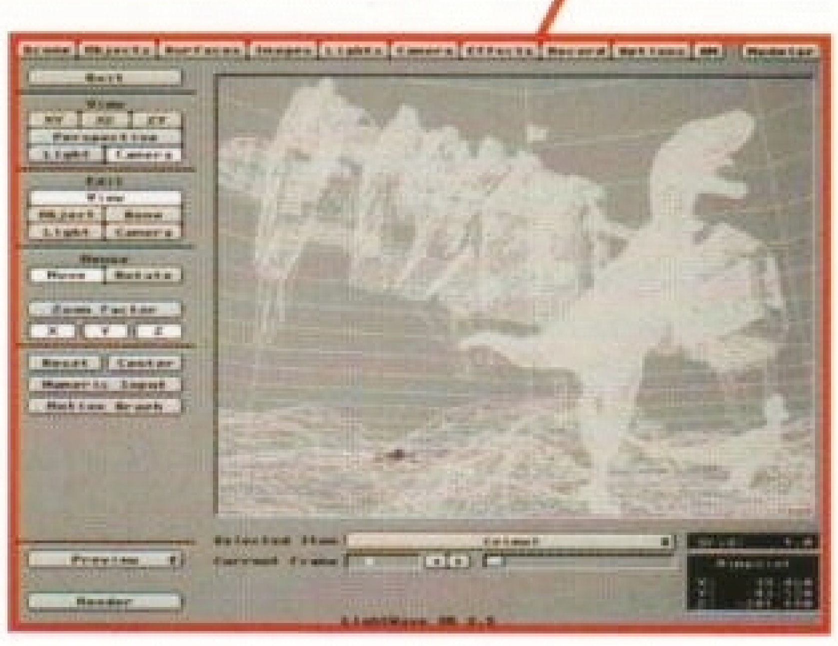


Image Processing



We rate 7 image manipulation programs, and explain just how you can alter your image!

£10 off OS 3.1 upgrade!
See page 26

Future PUBLISHING